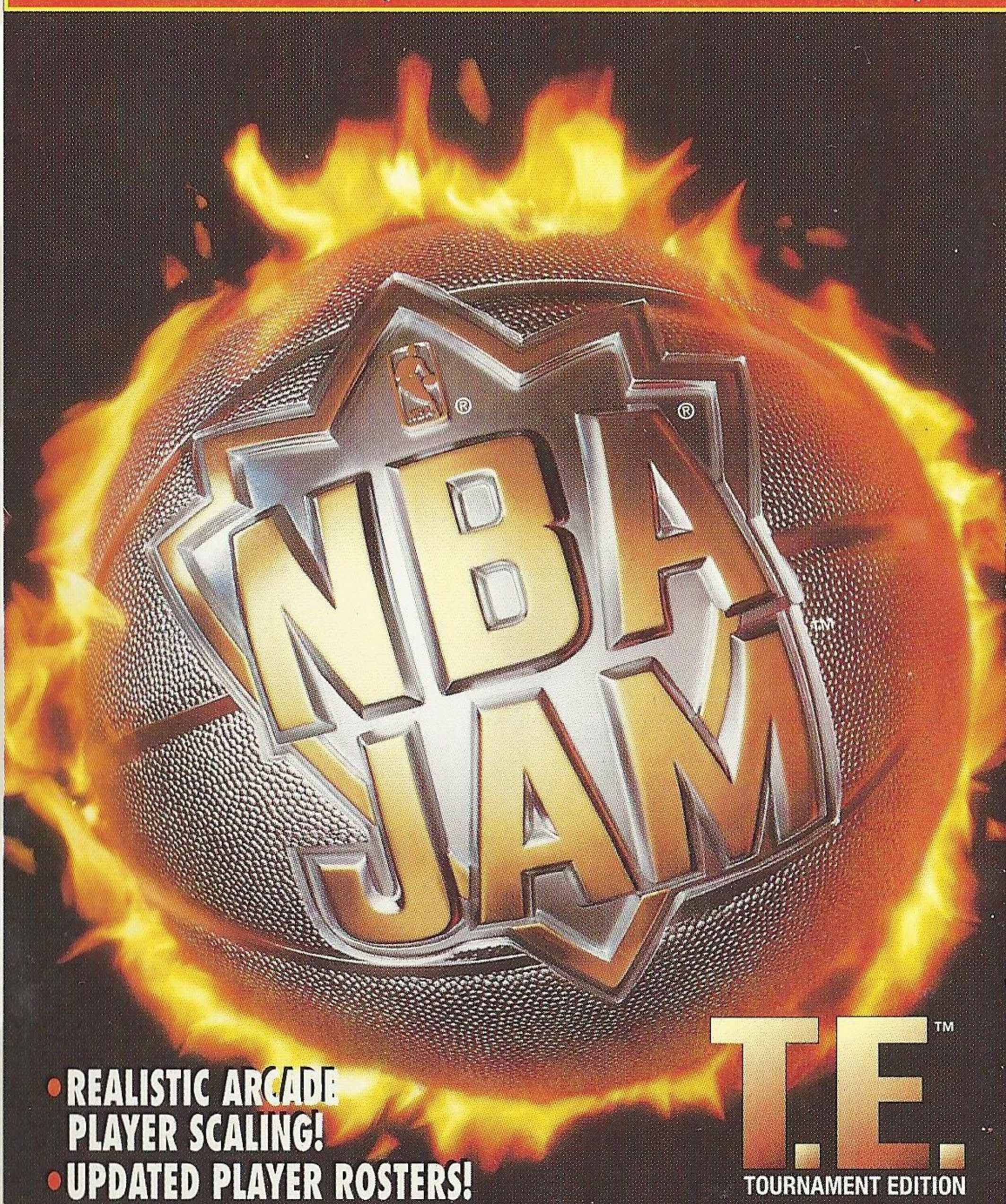
SEGA™

Acclaim®
entertainment, inc.

™

SEGA SATURN™

WE PUMPED UP THE JAM!



T.E.™
TOURNAMENT EDITION

- REALISTIC ARCADE PLAYER SCALING!
- UPDATED PLAYER ROSTERS!
- BABY, GIANT AND BIG HEAD MODES!

KIDS TO ADULTS
AGES 6+

OFFICIAL SEGA SEAL OF QUALITY

OFFICIAL LICENSED NBA PRODUCT

MIDWAY®

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.

T-8102H

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

HANDLING YOUR SATURN DISC

- The Sega Saturn Disc is intended for use exclusively with the Sega Saturn™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in it's case when not in use. Clean with a lint – free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATE-NESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

WARNING: READ BEFORE USING YOUR SEGA™ VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions- IMMEDIATELY discontinue use and consult your physician before resuming play.

CONTENTS

Jam It Home! 3

Before You Lace Up The Shoes . .3

Getting Started 4

Customize The Game 6

Time To Hit The Boards! 8

Substitutions 9

Jam Controls 9

Offensive Controls 12

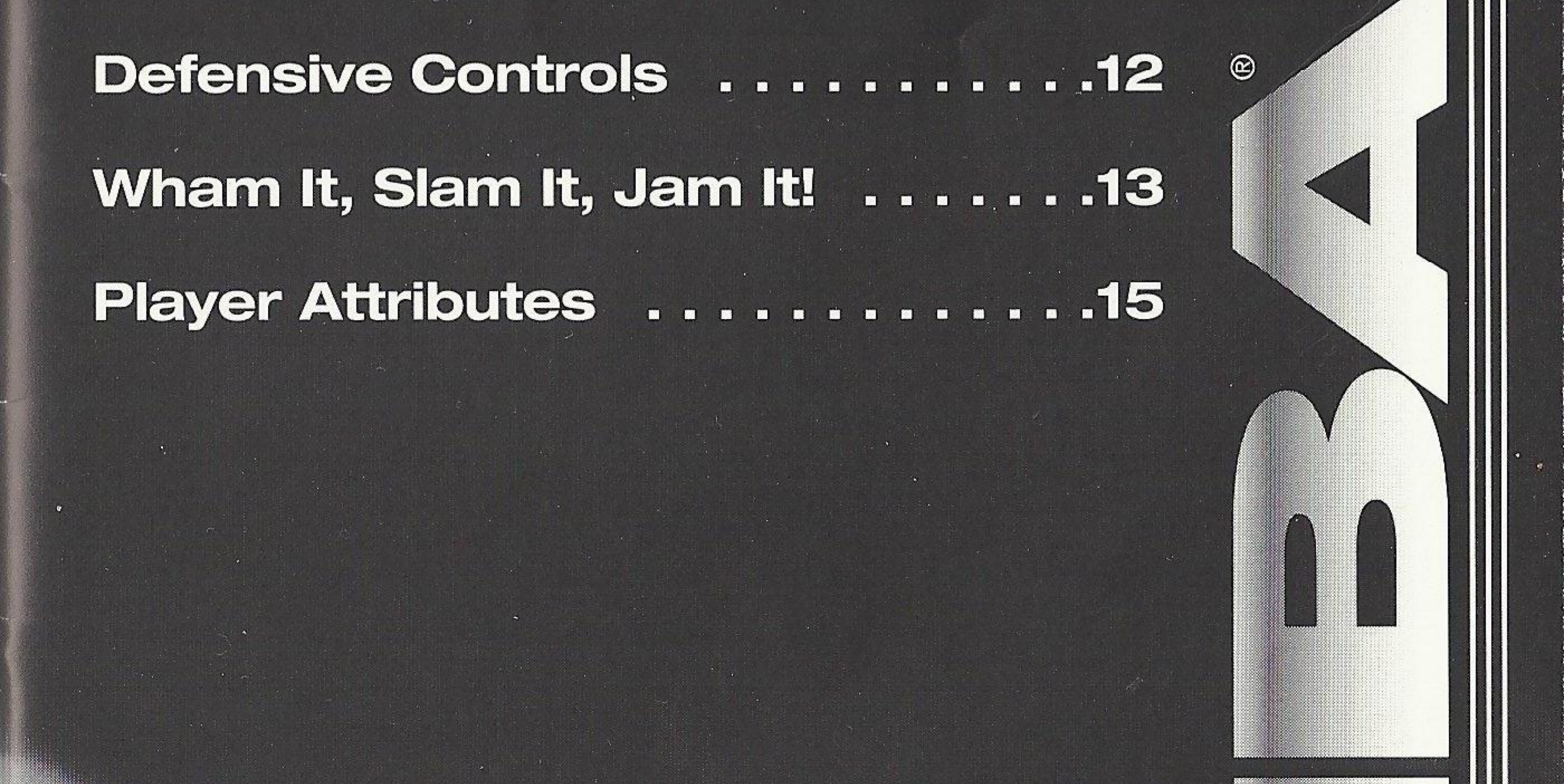
Defensive Controls 12

Wham It, Slam It, Jam It! 13

Player Attributes 15

NBA JAM™ TOURNAMENT EDITION™

©



JAM IT HOME!

Cut loose, drive for the net, and give it all you've got! With NBA® JAM™ TOURNAMENT EDITION™, you're experiencing wham, bam, hoop action like you've never seen before!

NBA® JAM™ TOURNAMENT EDITION™ lets you wham it and slam it with rim-rocking superstars like Scottie Pippen, Patrick Ewing, Dominique Wilkins, Hakeem Olajuwon, Anfernee Hardaway and Karl Malone! They're all here: the greatest superstars of the sport that has become the greatest game on the globe!

Blast off with the Rockets and the Blazers, display some roundball Magic and Heat, fly high with the Hawks and the Hornets! All 27 NBA® teams are represented as you take to the boards in one-on-one, two-on-two, or two-on-one competition!

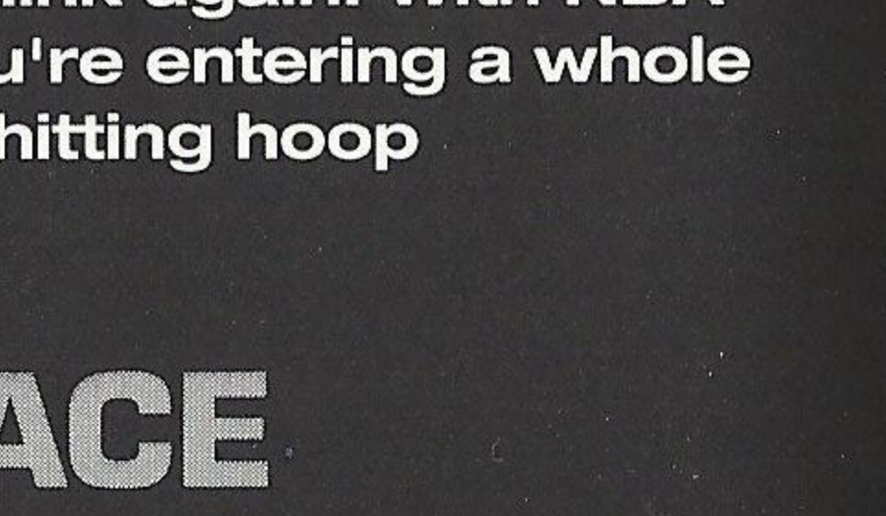
Hit the hardwood with slams and turbo-charged Jams! Take the three-point shot from the far end of the court, or Jam it home from under your opponent's net!

You think you know the game? Think again! With NBA® JAM™ TOURNAMENT EDITION™ you're entering a whole new world of rim-ramming, hard-hitting hoop excitement!

BEFORE YOU LACE UP THE SHOES

STARTING UP

1. Set up your Sega Saturn™ system as described in its instruction manual. (make sure the power is OFF). Plug in Control Pads. If you would like to play a three or four player game, plug in a Team Player™ Multi-Player Adaptor™ (sold separately) as described in its instruction manual now. NOTE: If you wish to use the Sega Saturn™ Memory Cartridge™ (sold separately) to store saved games/records, you MUST plug in the Cartridge as described in its instruction manual now.



2. Place the NBA® JAM™ TE™ disc, label side up, in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)

4. If you wish to stop the game in progress or the game ends, press the Reset Button on the Sega Saturn™ console to display the on-screen Control Panel. IMPORTANT: Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

GETTING STARTED

After the opening intro, the Title screen appears. You can press Start at any time during the intro. to bring up the Title screen. From the Title screen, press the START BUTTON to see the options screen and begin game play.

[NOTE: There are four different player positions in NBA® JAM™ TOURNAMENT EDITION™. Players 1 and 2 are teammates, and players 3 and 4 are teammates who oppose them.]

HEAD TO HEAD mode places two human players on opposite teams. The person with controller 1 is player 1, but the person with controller 2 is player 3. You can play one-on-one, two-on-two, or two-on-one competitive games.

TEAM GAME mode puts both players on the same team (2 players vs. computer), making the person with controller 1 player 1, and the person with controller 2 player 2. It's you and a friend against the computer!

OPTIONS mode, in which you can customize your NBA® JAM™ TOURNAMENT EDITION™ game play in a wide variety of ways! (For additional details on this mode, see CUSTOMIZE THE GAME on page 6.)

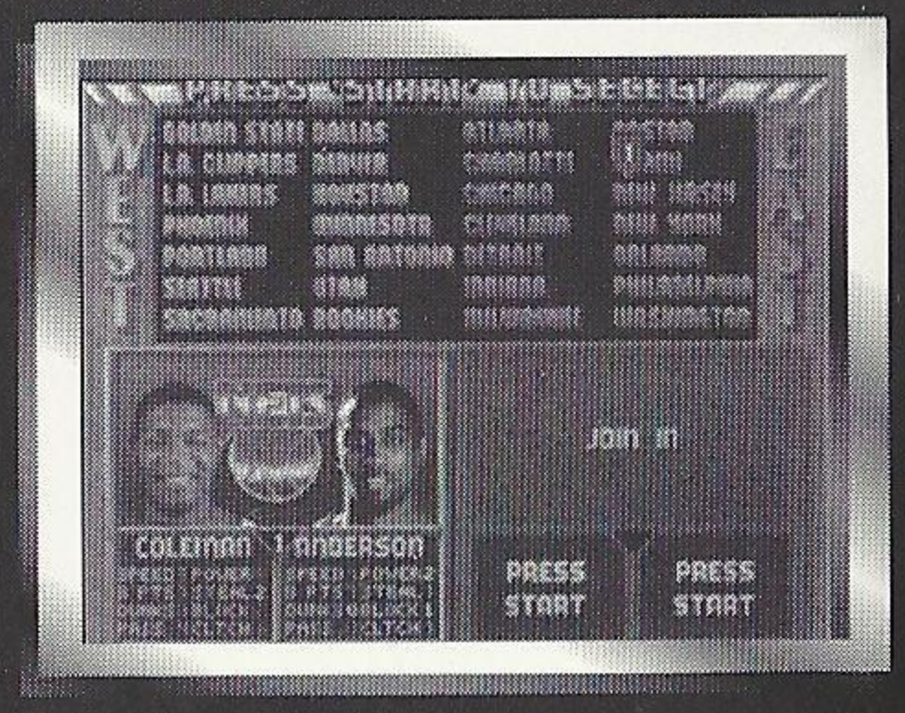
If you are using the Team Player™ Multi-Player Adaptor™, you will be asked to select the controller number corresponding to the player you wish to control: controller 1 is player 1, controller 2 is player 2, and so on. Everyone who wishes to participate should then press the START BUTTON on their respective controllers.

Whether you are using the TeamPlayer™ or not, you will then be asked if you wish to enter your initials for record-keeping. Press UP or DOWN on the D-BUTTON to choose, then press the A,B,C or START BUTTON. This decision affects all players; no player can enter initials if "no" is selected. If "yes" is selected, each player will then be asked to enter his/her initials . Use the D-BUTTON to move the cursor to the desired letter, then press the A, B, or C BUTTON to select. If the initials entered are one of

the 32 in memory, your record will be immediately recalled.

NBA® JAM™ TOURNAMENT EDITION's™ record-keeping feature stores each player's record, ranking, winning percentage, and more!

In all but the OPTIONS mode, you will then be asked to choose your NBA® team. Use the D-BUTTON to highlight the team you want. Both players can pick the same team. Each team is comprised of two players from a roster of three or more NBA® teammates. In addition to the 27 NBA® teams, NBA® JAM™ TOURNAMENT EDITION™ features a rookie team made up entirely of NBA® newcomers. As with regular teams, both players can select rookie teams. Rookie team games do NOT count towards a season.



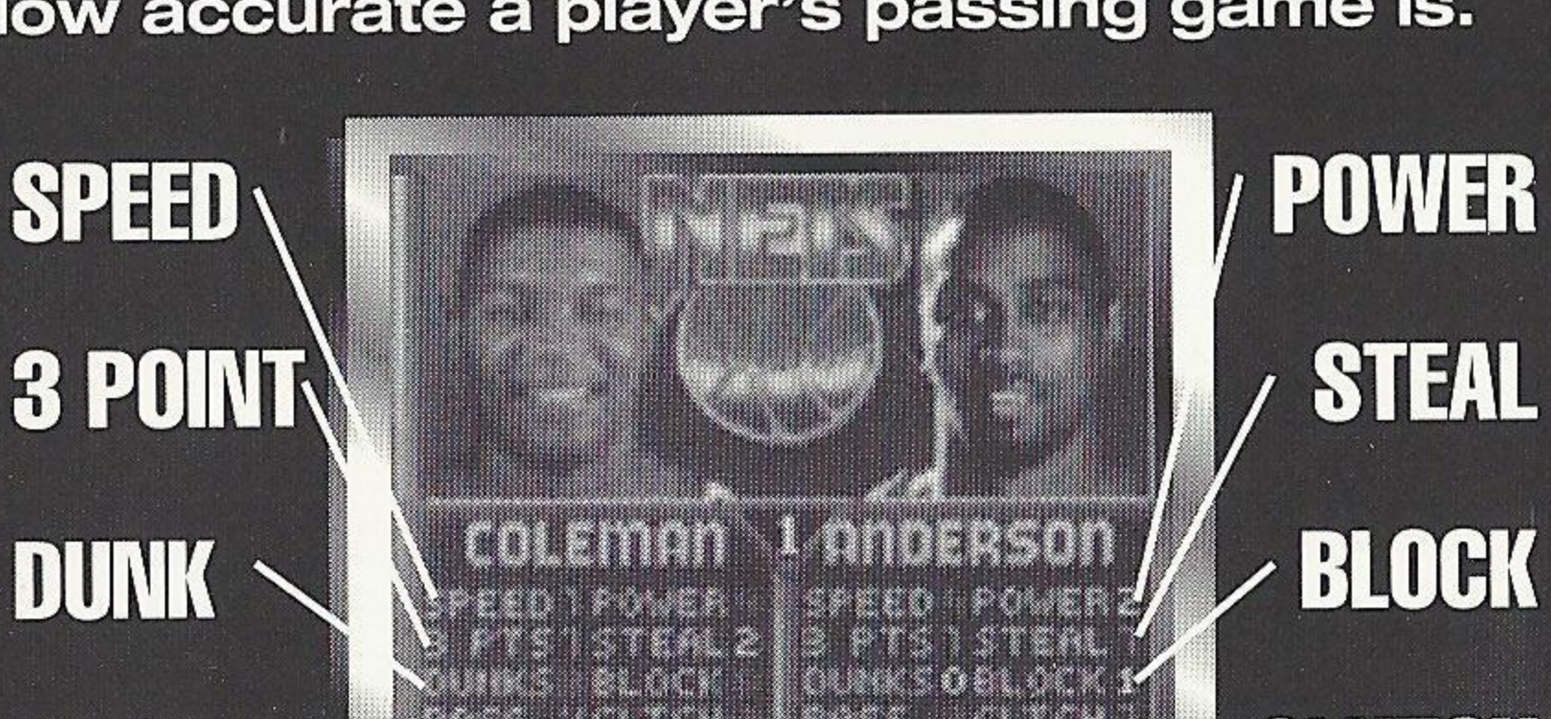
Notice that for every player featured in NBA® JAM™ TOURNAMENT EDITION™, a field of statistical ability rankings appears below the player's portrait. These figures rate each player on a scale of 0 to 9 in eight important playing categories. Attributes rated are:

SPEED: How peppy the player is.

3 PT: Rates how well the player hits the hoop from "downtown".

DUNK: A ranking of what kind of Jammer the player is.

PASS: How accurate a player's passing game is.



POWER: The power of a player is important in terms of both his strength and his ability to withstand injury.

STEAL: Rates a player's ability to strip the ball from opponents.

BLOCK: How good is this player at rejecting and deflecting attempted shots? The block rating tells no lie!

CLUTCH: Tells you whether this player comes through when you need him most, or if El Foldo is more his style.

Once you've highlighted your team, use the A, B, or C BUTTON to scroll through the available player combinations on that team, then press the START BUTTON to lock in your choice.

CUSTOMIZE THE GAME!

The options screen provides you with a wide variety of ways to affect game play:

TIMER SPEED: The speed of the clock may be set from 1 (extra slow) to 5 (extra fast).

DRONE DIFFICULTY: The competitive intelligence of your computer controlled opponents may be set from 1 (extra easy) to 5 (extra smart).

TAG MODE: In a one-player or one human per team game, NBA® JAM™ TOURNAMENT EDITION™ allows you to select how you wish to control your teammate. OFF is the default. As in the arcade version, you control one player the entire game, and the computer controls your teammate (unless a human player should "jump in" with his START BUTTON). Tag Mode ON enables you to control both the ball-handling and the movement of whichever player on your team has the ball. In other words, you pass off control when you pass off the ball. The "tag" occurs when your teammate gains possession, so if a pass is intercepted, you retain control of the player who passed.

COMPUTER ASSISTANCE: Set on or off. When on, this option button will cause the computer to make sure that games remain close by cooling off any team that gets too big a lead! Turn off to give both teams a “fair shake”.

CHOOSE YOUR PAD: This mode offers you six different ways of setting up the BUTTONS on your controller for various pass, shoot, and turbo options.

VIEW/ DELETE RECORDS: Activating this option will take you to the record screen. NBA® JAM™ TOURNAMENT EDITION™ stores records and stats for up to 32 different players! If you plugged in the Sega™ Memory Cartridge™ at start up, your records will automatically be saved to the Cartridge. Otherwise, your records will be saved directly to the internal memory. At some point, you may wish to erase a record to make room for a new one. To erase a record, use the D-BUTTON to highlight the desired record and press the A BUTTON. You will then be asked to confirm whether you truly wish to delete this record. Press the START BUTTON to abort your deletion, or the B + C BUTTONS to erase the record. Highlight “Return to Main Menu” and press the START BUTTON to return to the main options menu, or highlight “Exit” and press START to go to the title screen.

SPECIAL FEATURES allows you to make additional adjustments to seven game features:

TOURNAMENT MODE. When on, this disallows all

power-ups and cheats, and turns computer assistance off. Notice that when Tournament Mode is on, all other options in the special features menu are not available, and that Computer Assistance is automatically turned off on the regular options screen.

2. SHOT CLOCK. May be adjusted from 5 seconds to 24 seconds.

3. OVERTIME. May be adjusted from 1 minute to 3 minutes.

4. HOT SPOTS. When on, will create visible hot spots with different point values. Shoot or jam from a hot spot and score bonus points! When your player lands on one, you'll hear a sound and the color of the spot will change.

5. FULL MOTION VIDEO. The halftime and end of game reports feature actual full motion video clips of your favorite NBA® team in action. You may choose to turn this feature OFF or ON.

6. POWER-UP ICONS. These will enable a player to instantaneously (and temporarily) increase his dunking ability, cause a player to remain temporarily "on fire," ... and more! Available to be picked up by a human player or the CPU, they appear on screen at random intervals. Here's a directory of available icons you'll find in NBA® JAM™ TOURNAMENT EDITION™:

Increases a player's ability to make the three-point outside shot!

Temporarily gives a player unlimited turbo!

Allows players to perform Monster Jams from anywhere on the court.

Increases a player's overall speed!

Increases a player's pushing power.

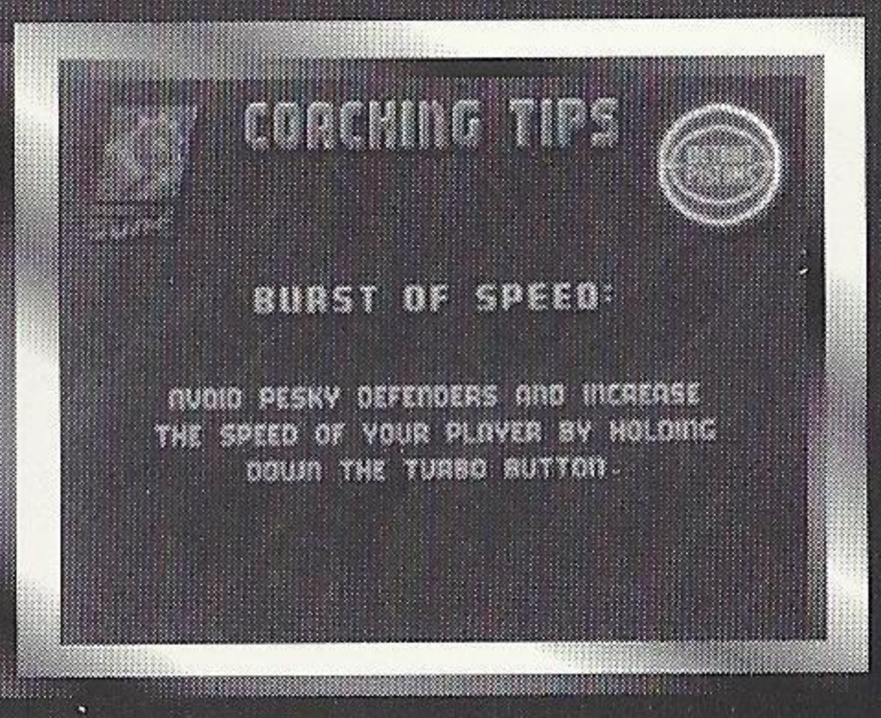
Causes a player to catch fire increasing his ability to sink those incredible slams!

The Bomb flattens everyone on the court except the player who collects it.

7. JUICE MODE. Talk about high-speed slamming! Turning up the juice increases all players' overall speed by a factor of 1 to 4. Try hitting turbo when your player's been juiced up to a factor of four! Awesome!

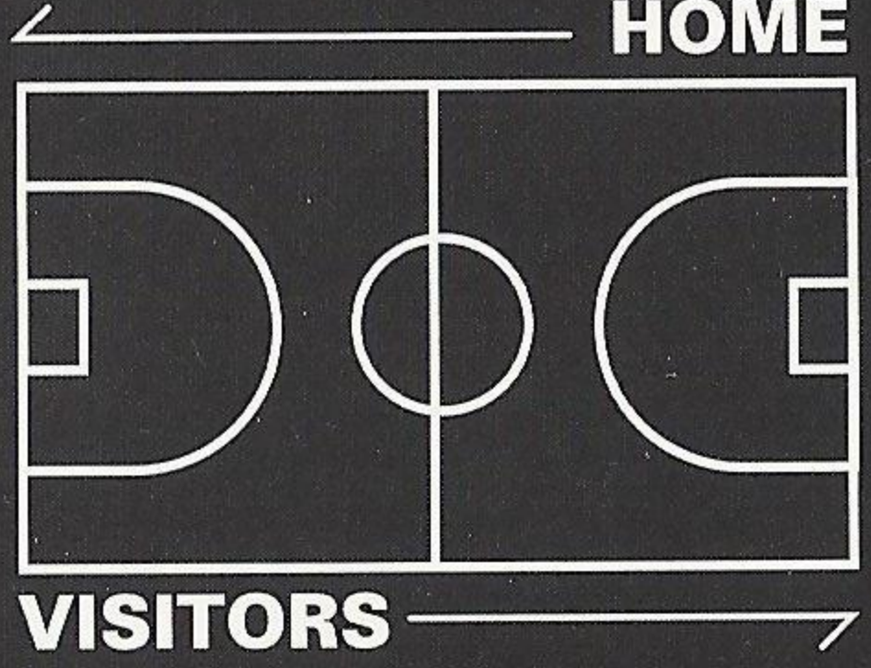
NOTE: Hot Spot or Power-Up Icon games will NOT count toward your season record .Once you've made whatever options changes you wish to make, press the START BUTTON to lock in those options.

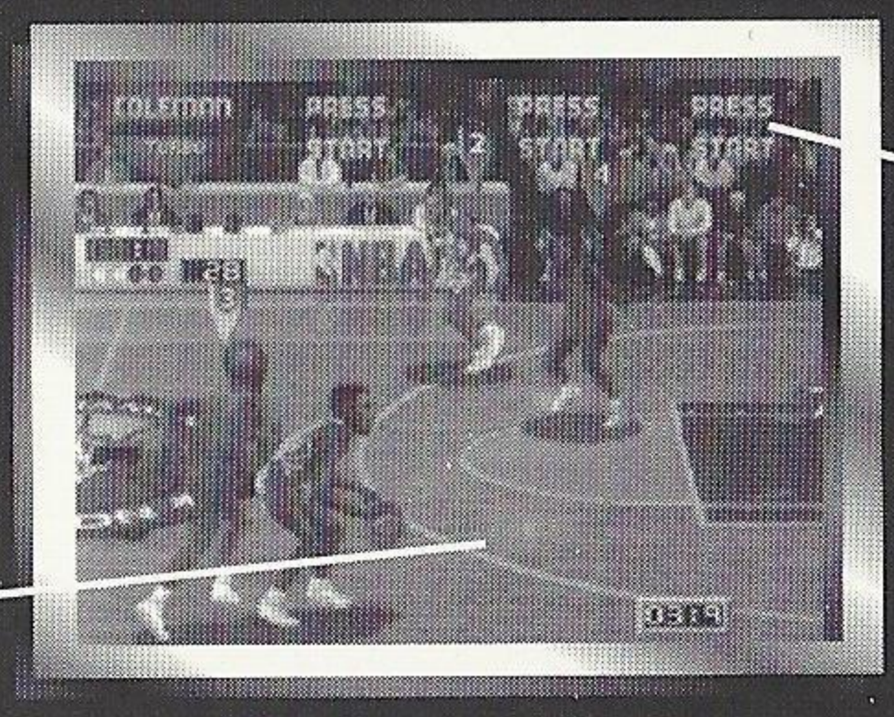
After the first and third quarters, the computer will provide coaching tips to help you improve your game! After the second quarter, the computer will review the players' statistics for the first half.



TIME TO HIT THE BOARDS!

An NBA® JAM™ TOURNAMENT EDITION™ game is divided into 4 quarters of three minutes each. A game begins with a tip-off, as two players leap for the ball in order to gain control. Possession of the ball at the beginning of the second and fourth quarters goes to the home team (team two), and to the visiting team (team one) at the start of the third quarter regardless of who wins the initial tip or who possessed the ball when the previous quarter ended. The home team defends the basket at the right side of the screen and scores against the visiting team's basket at the left side of the screen. The object of the game is to have outscored your opponents when the final buzzer sounds. A basket counts for two points when it is shot from inside

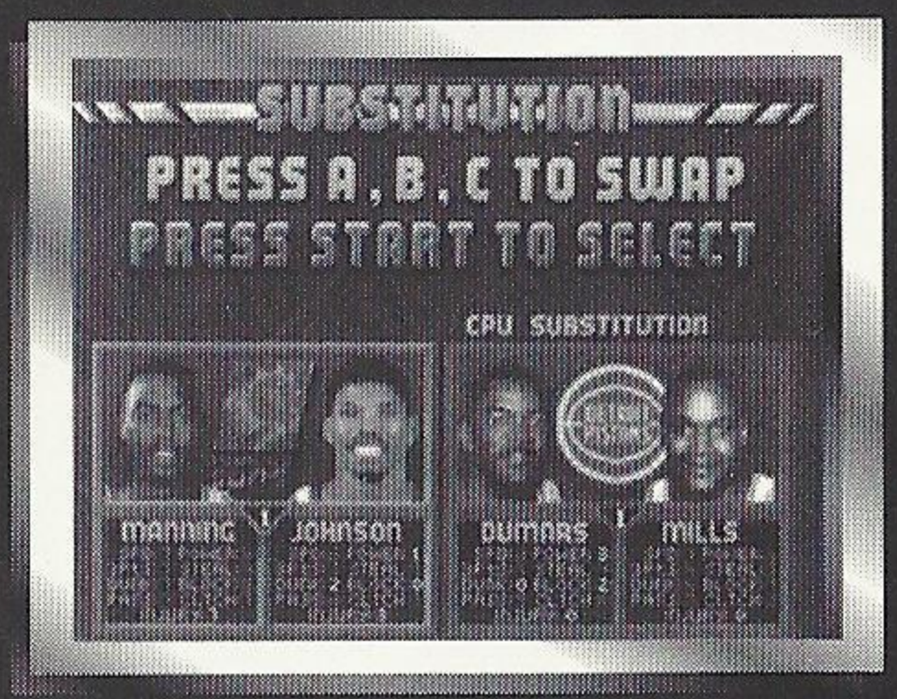




the three-point line, and three points when shot from behind it.
A defensive player can block a shot, but only when the ball is on the upward part of its arc.
If it is touched by a defender on its downward flight, a goaltending call is made, and points are awarded whether or not the basket was going to go in.

Once the ball touches the rim, however, it can be grabbed by any player, either offensive or defensive. To make identifying the ball-handler easy, whenever a player has possession of the ball, an orange basketball indicator will appear behind his name at the top of the screen. If nobody has possession — the ball is in the air or has been knocked away — there is no indicator.

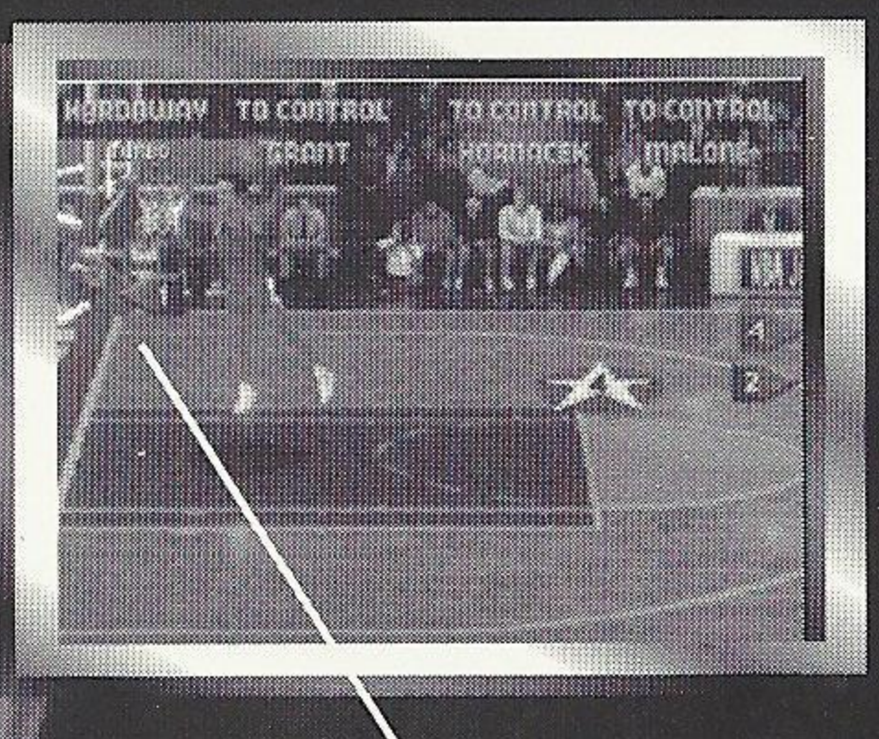
If a player scores three baskets in a row, he is "on fire!" During this time, he has unlimited turbo, and a much better chance of sinking shots from anywhere on the floor! Only one player can be "on fire" at a time. Being "on fire" lasts for four baskets by the "on fire" player or until the next opposing basket goes in, meaning that a teammate can score without disrupting the fire. The ball glows when the player on fire holds it and smokes when he shoots it!



SUBSTITUTIONS

After the 1st, 2nd and 3rd quarters, NBA® JAM™ TOURNAMENT EDITION™ allows you to make player substitutions from your team roster. Change the player combination by pressing the A, B or C BUTTON. When you see the two players on screen you want in the game, press the START BUTTON to begin the next quarter. [NOTE: When a player completes a season by defeating all 27 NBA® teams, expanded rosters become available for some teams--and special teams become available as well!]

Injury: A progressive assessment of a player's health, this ranking will increase as a player sustains increased injury throughout a game. An injured player will suffer degraded play in all attribute areas, so you may wish to substitute a healthy player for an injured one. Sitting a player out for a quarter will completely restore his health.

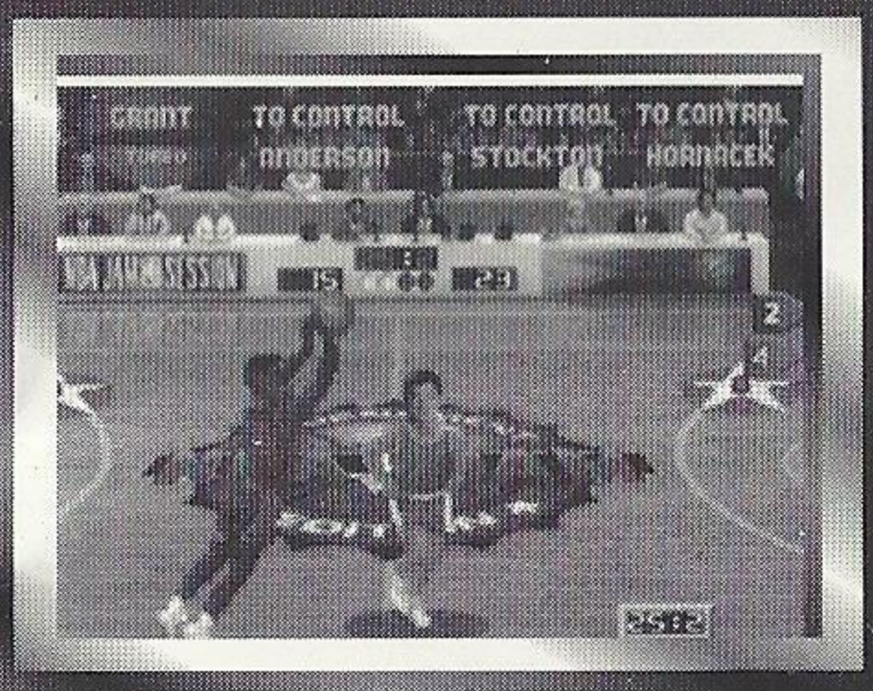


OFF-SCREEN INDICATOR ARROW

JAM CONTROLS

D-BUTTON: Moves your player up and down the court. When any player is off-screen, his position is marked by an arrow with his player number and color, the height showing where he is vertically on the court, and distance from the edge showing how far off-screen he is.

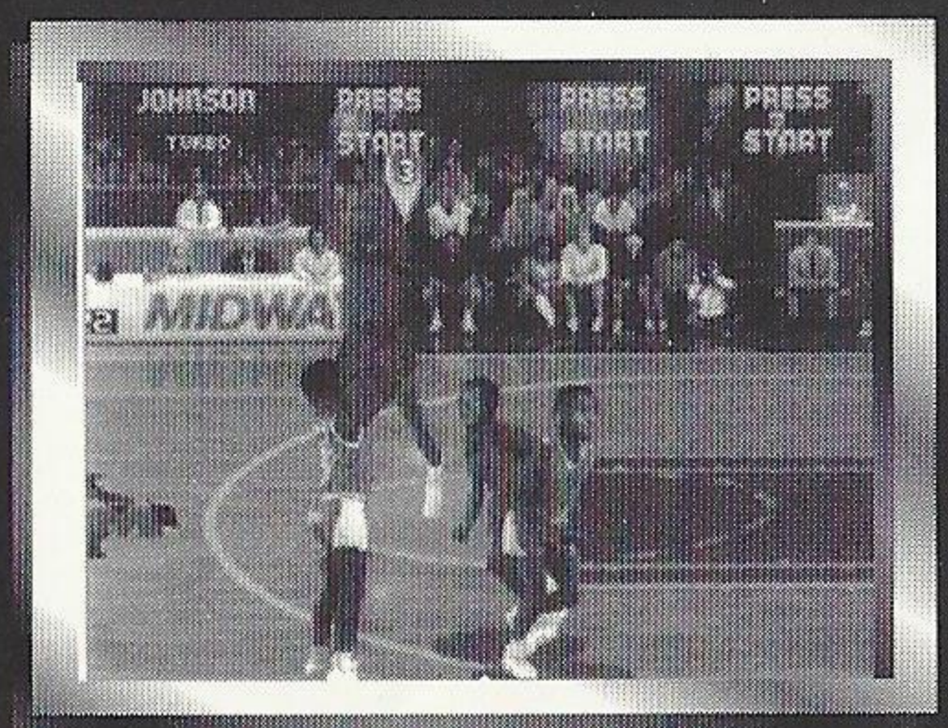
SHOOT/BLOCK: When your team has the ball, the SHOOT button will cause you (and on a one-man team, your computer teammate as well) to shoot for the basket. Your player releases the ball when you release the button. Releasing the ball at the apex of your leap gives your shot greater accuracy, but releasing it quickly or very slowly can often prevent a leaping defender from

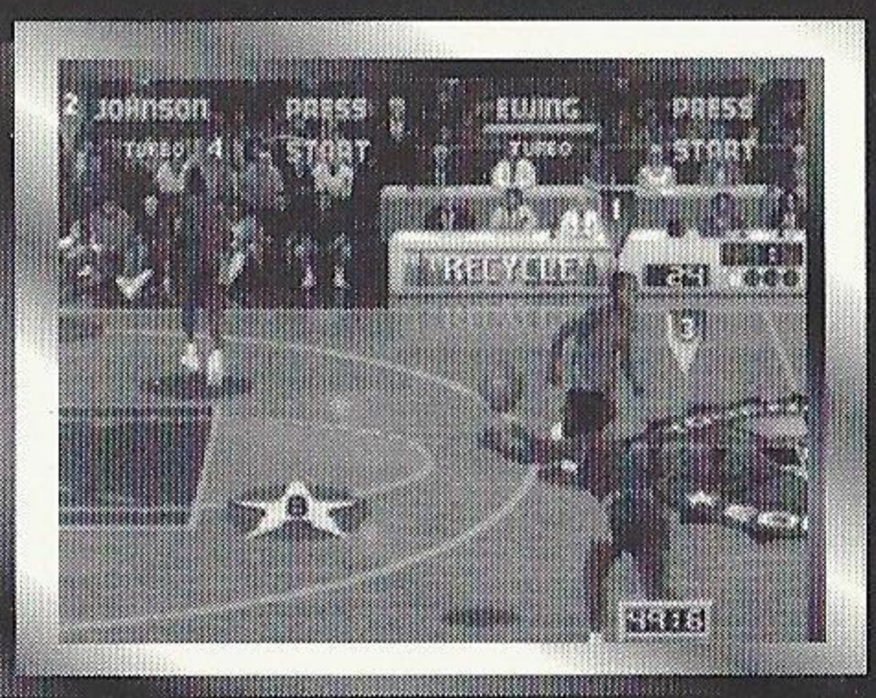


blocking or stealing the ball. Tapping SHOOT once quickly executes a head-fake which may trick the defense, but it stops your dribble so you must either pass or shoot the ball before you can move!

When your team does not have the ball, SHOOT/BLOCK causes your player to jump up for a block. Timing is crucial to denying the shot. Jump too early and the shooter can wait until you fall out of the way; jump too late and the shooter can shoot it over you!

Many times your defender will get a piece of the ball without rejecting the shot completely. The ball will flash white whenever your defensive player makes contact with it.





PASS/STEAL: When your team has the ball, the pass button will cause you (and on a one-man team, your computer teammate) to pass the ball to his teammate. But a passed ball is easily intercepted by a defender so look before you pass!

When your team does not have the ball, tapping this button causes your player to swipe at the ball in the hopes of either stealing it or knocking it out of an opponent's hands.

TURBO METER

PLAYER USING TURBO

TURBO: TURBO causes your player to run much faster than he normally would (determined by his attributes), whether on offense or defense, allowing you to blow by a defender, or to step around a pick and block a shot! Unfortunately, your player has only a limited amount of turbo power,

NBA JAM™ TOURNAMENT EDITION™

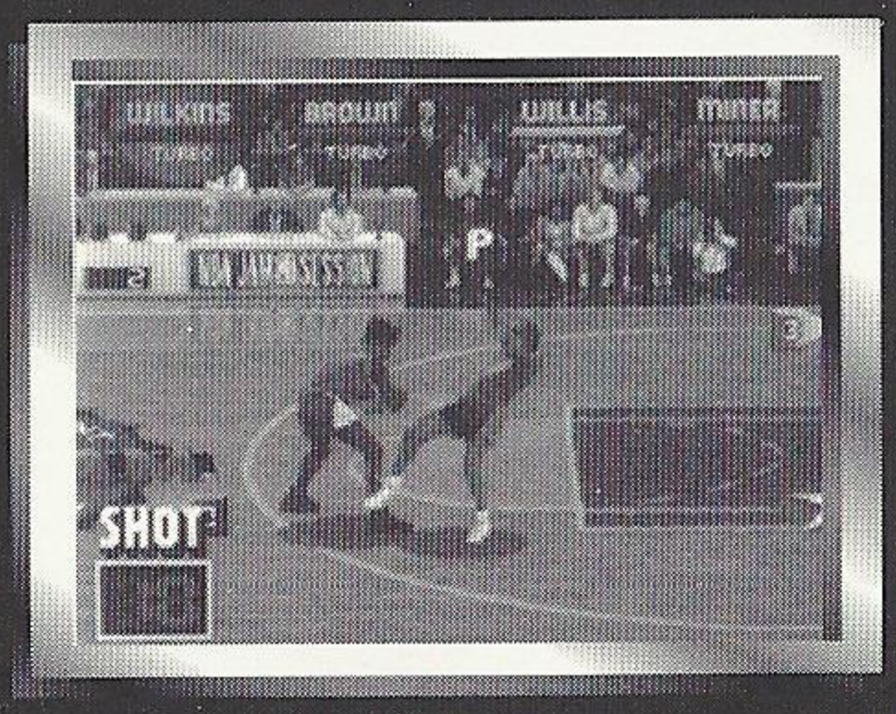
NBA JAM®

indicated by the meter by your player's name. As you use it, the meter runs down, but when you release TURBO , it begins to regenerate. A player using Turbo can be spotted by his colored shoes! When a player is "on fire," he has unlimited turbo until his fire is put out, but to use the turbo, the button must still be held!

Tapping TURBO several times quickly causes your player to grab and protect the ball, a move which can often knock defenders away and give you a clean shot at the basket.

TURBO + SHOOT/BLOCK: When your player has the ball near the basket, pressing these two buttons causes you (and on a one-man team, your computer teammate) to go for the jam, slam-dunking the ball into the basket. There are many spectacular "Ultra-Jams" that can be executed, depending on a number of factors such as the players dunking ability and position. Your player will only jam if he is moving, however, so be sure to drive towards the hole if you want to slam!

When your team doesn't have the ball, pressing these two buttons makes your player go for a super block, jumping much higher than he ordinarily would!



TURBO + PASS/STEAL: Pressing these buttons will cause the ball-handler to execute a much harder and safer pass than the PASS button by itself. Often these will take the forms of behind-the-back, or bounce passes.

When your player doesn't have the ball, pressing these buttons together makes your player maneuver his way through. He may clear a player out of the way. Be careful, because you can clear your own player too! Defensively this is a useful tool for stealing the ball, bringing down rebounds, and stopping "easy Jams!" Offensively this is a good way to clear an area so a teammate has a clear shot at the basket.

START: START pauses or resumes a game.

On the following page are offensive and defensive charts for quick and easy reference.

OFFENSIVE CONTROLS

When player has possession of the ball (default settings are in parentheses).

	TAP BUTTON	HOLD BUTTON	PRESS + TURBO
SHOOT / BLOCK (A BUTTON)	HEAD FAKE	JUMP SHOT	DUNK
PASS / STEAL (C BUTTON)	PASS	PASS	SUPER-PASS
TURBO (B BUTTON)	PROTECT BALL	RUN FASTER	

DEFENSIVE CONTROLS

When player does not have possession of the ball (default settings are in parentheses).

	TAP BUTTON	HOLD BUTTON	PRESS + TURBO
SHOOT / BLOCK (A BUTTON)	BLOCK	BLOCK	SUPER-BLOCK
PASS / STEAL (C BUTTON)	STEAL	STEAL	CLEAR
TURBO (B BUTTON)		RUN FASTER	

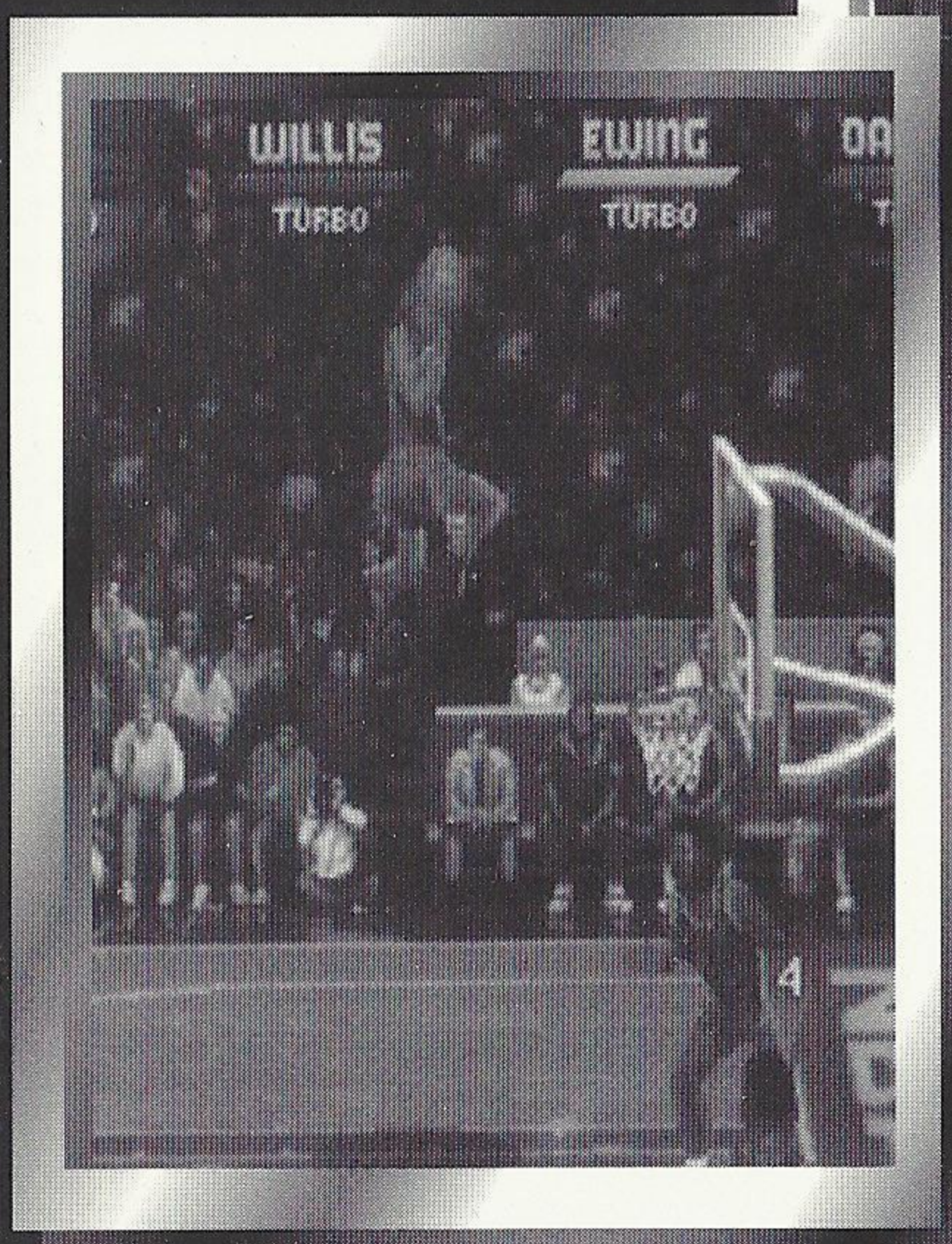
NBA JAM™ TOURNAMENT EDITION™

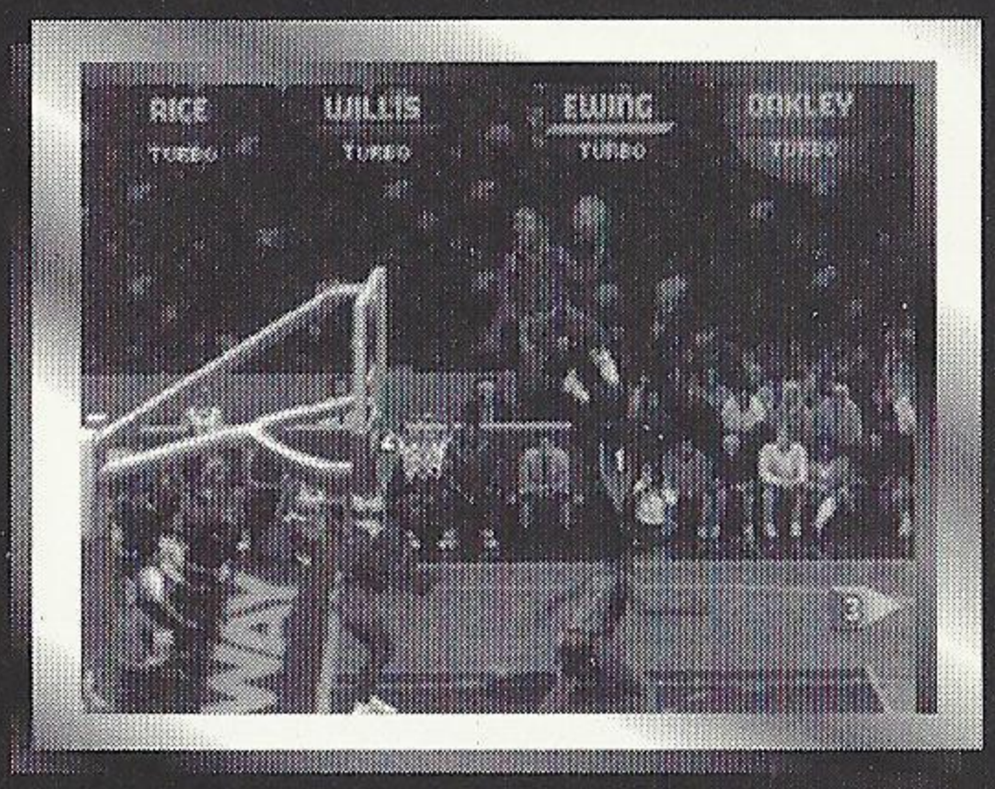
©

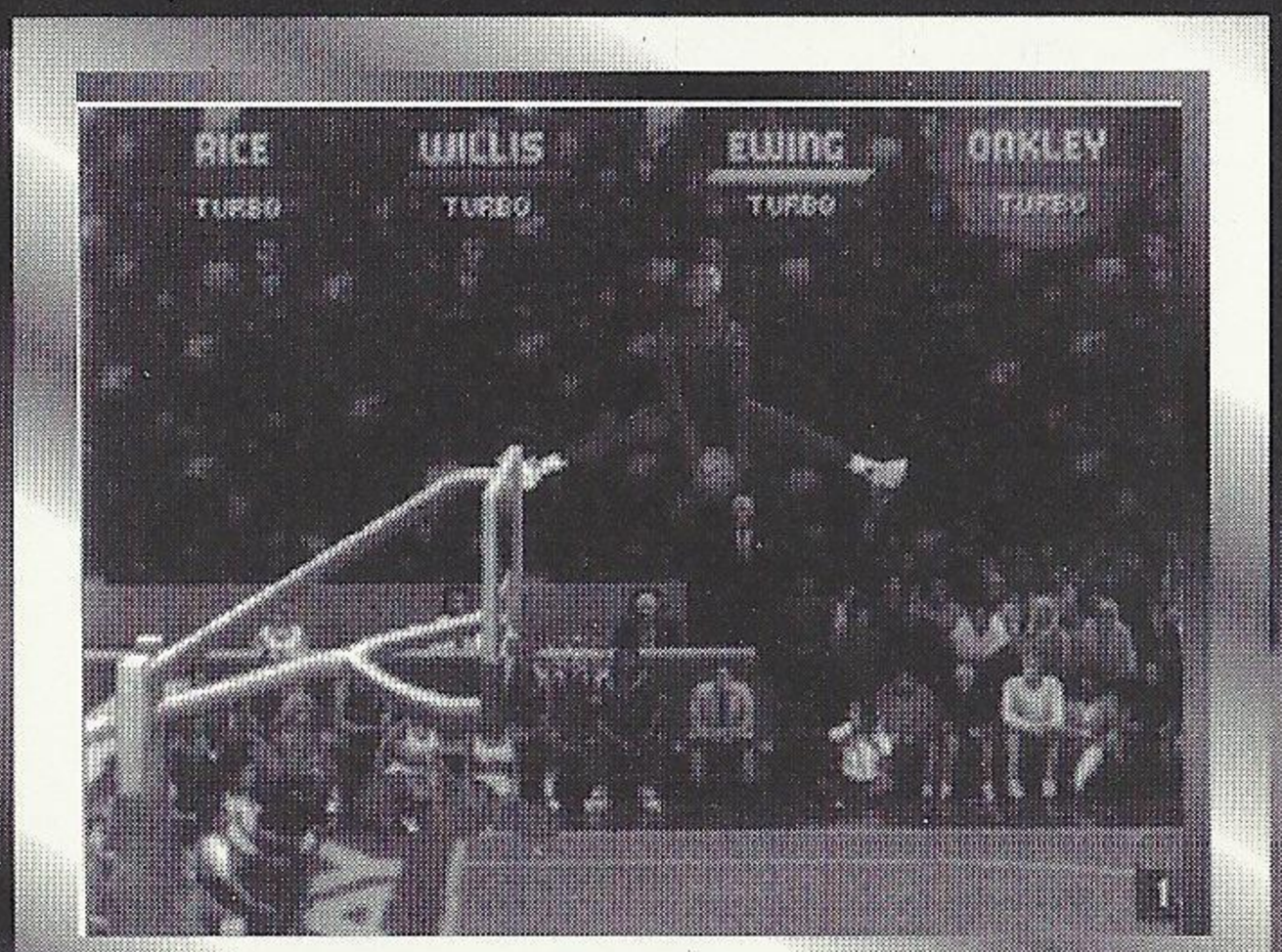
13

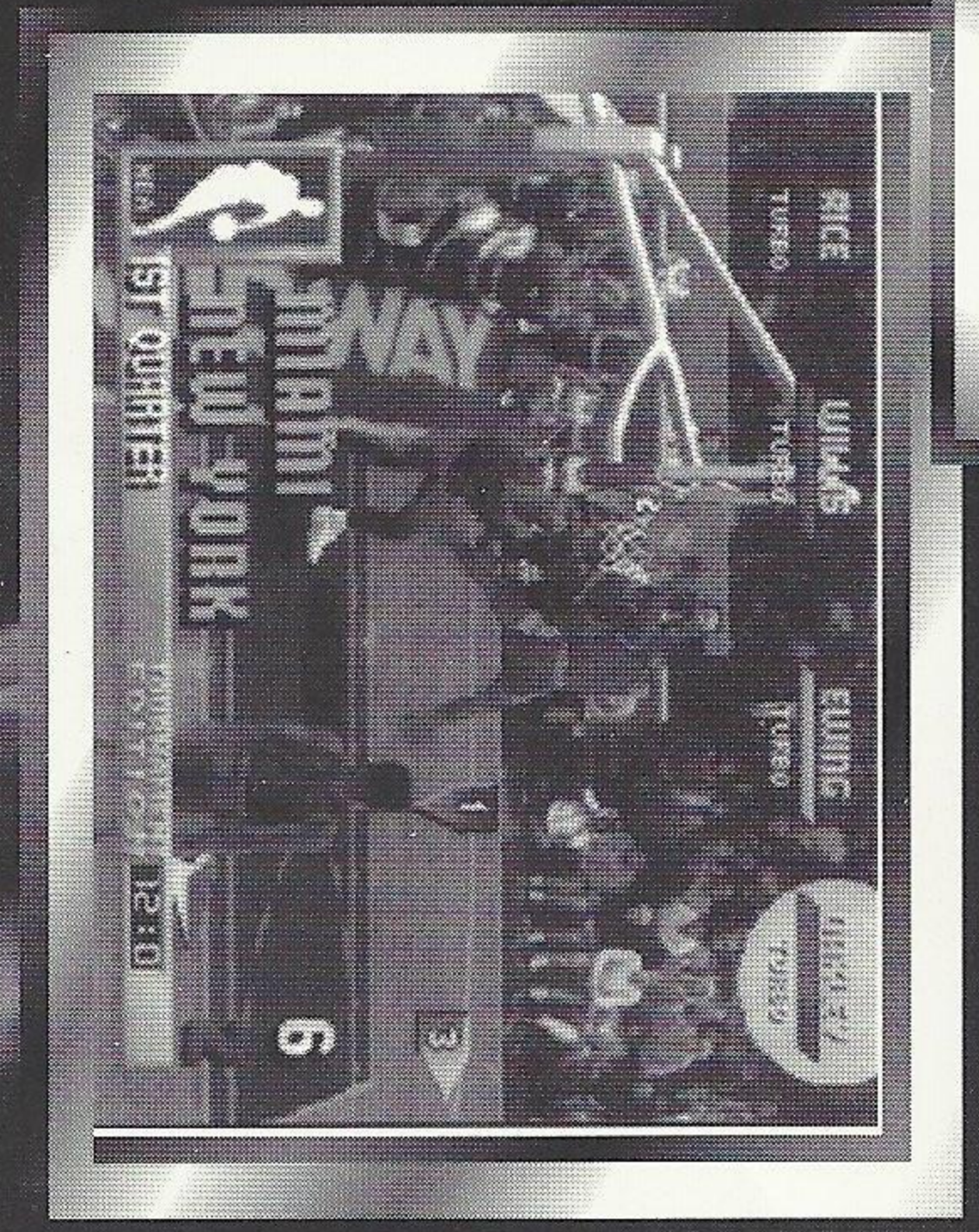
WHAM IT, SLAM IT, JAM IT!

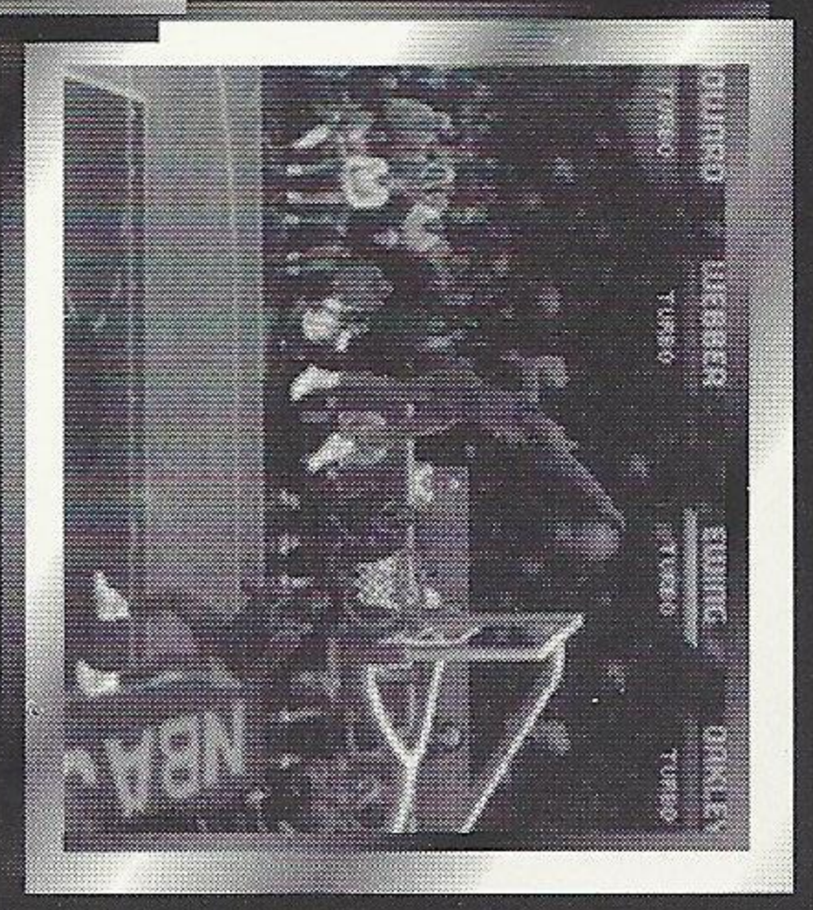
Practice your turbo-charged Jamming and slamming and see if you can duplicate some of these breathtaking moves!

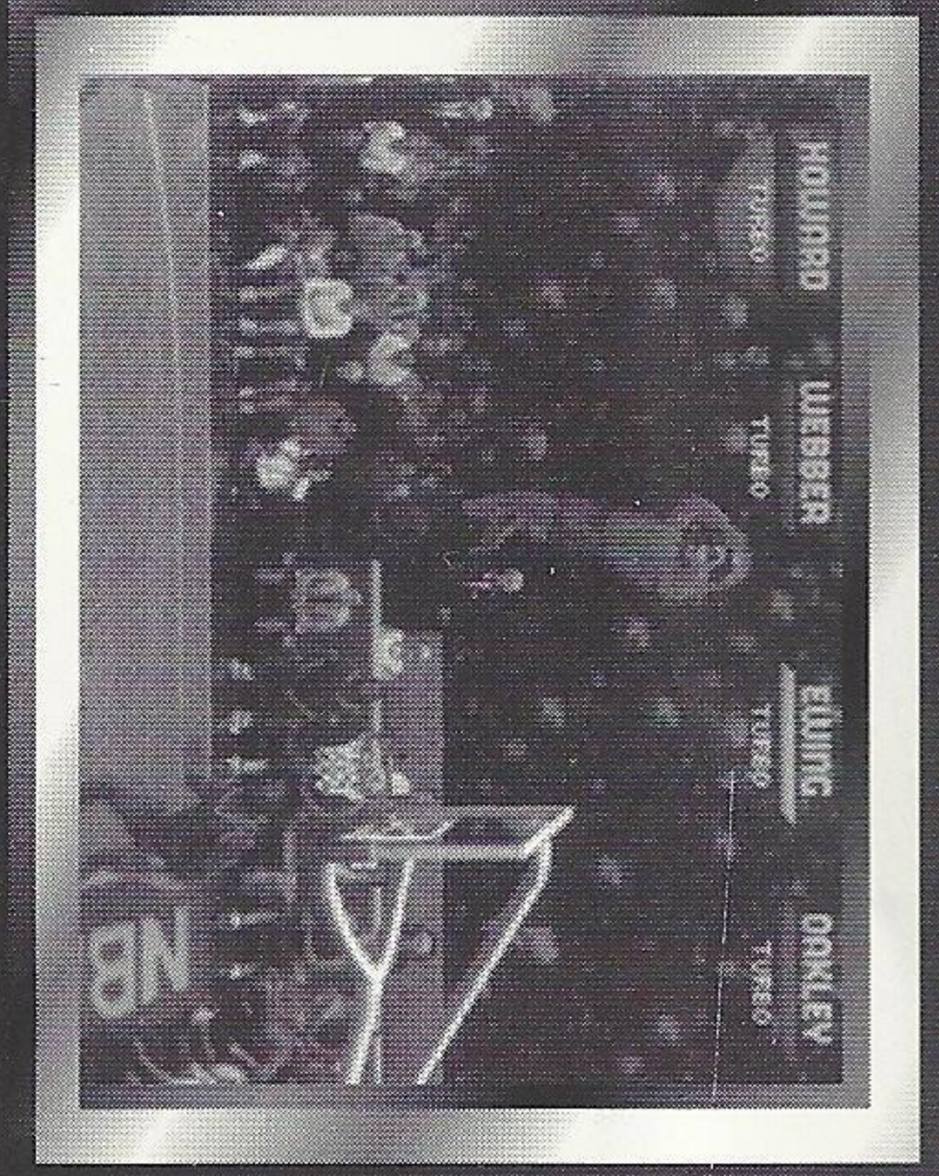












NBA® JAM™

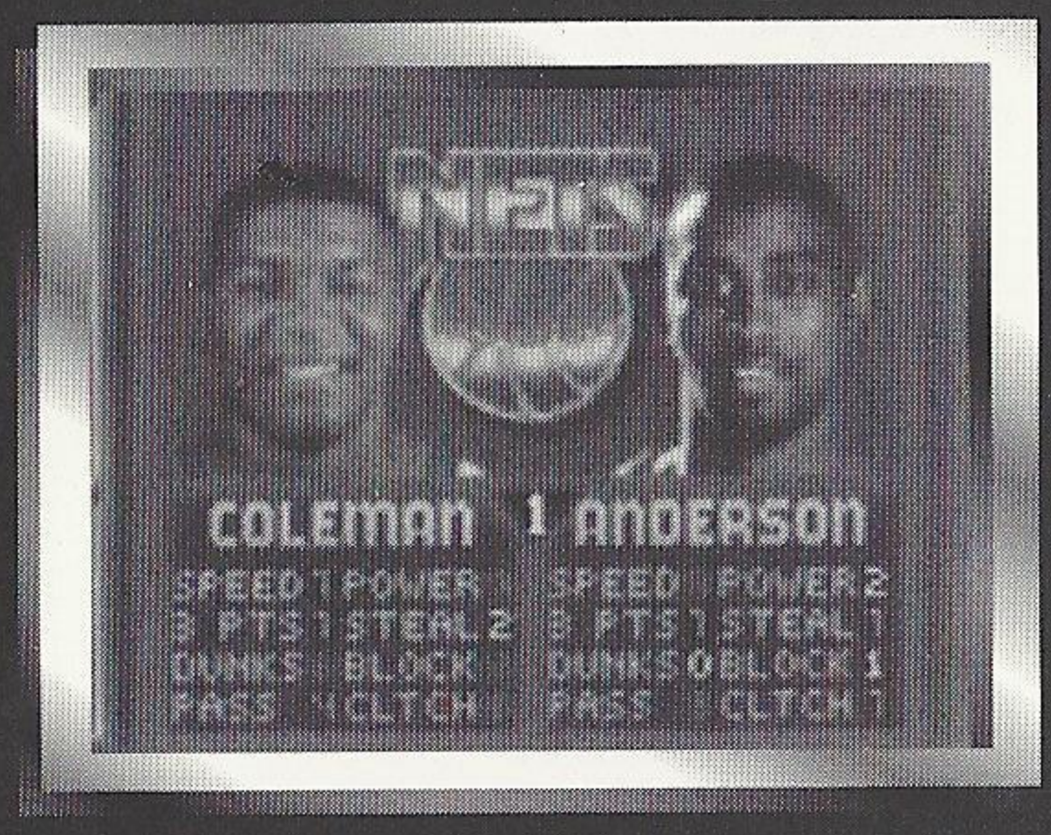
TOURNAMENT EDITION™

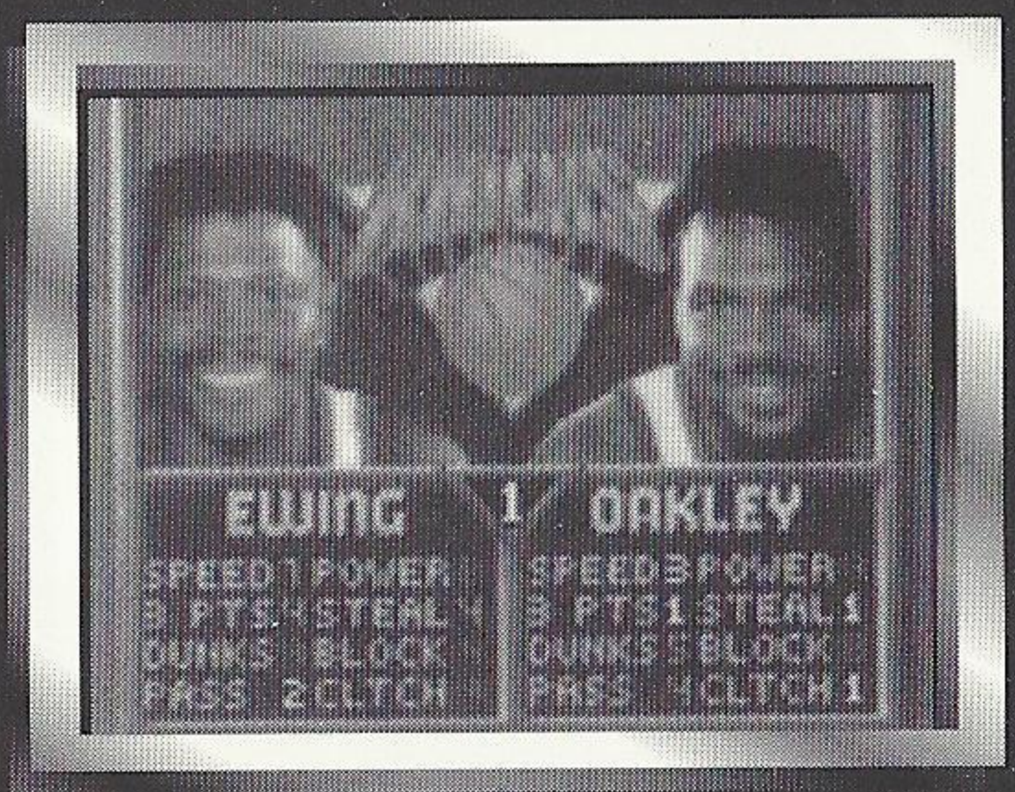
15 PLAYER ATTRIBUTES

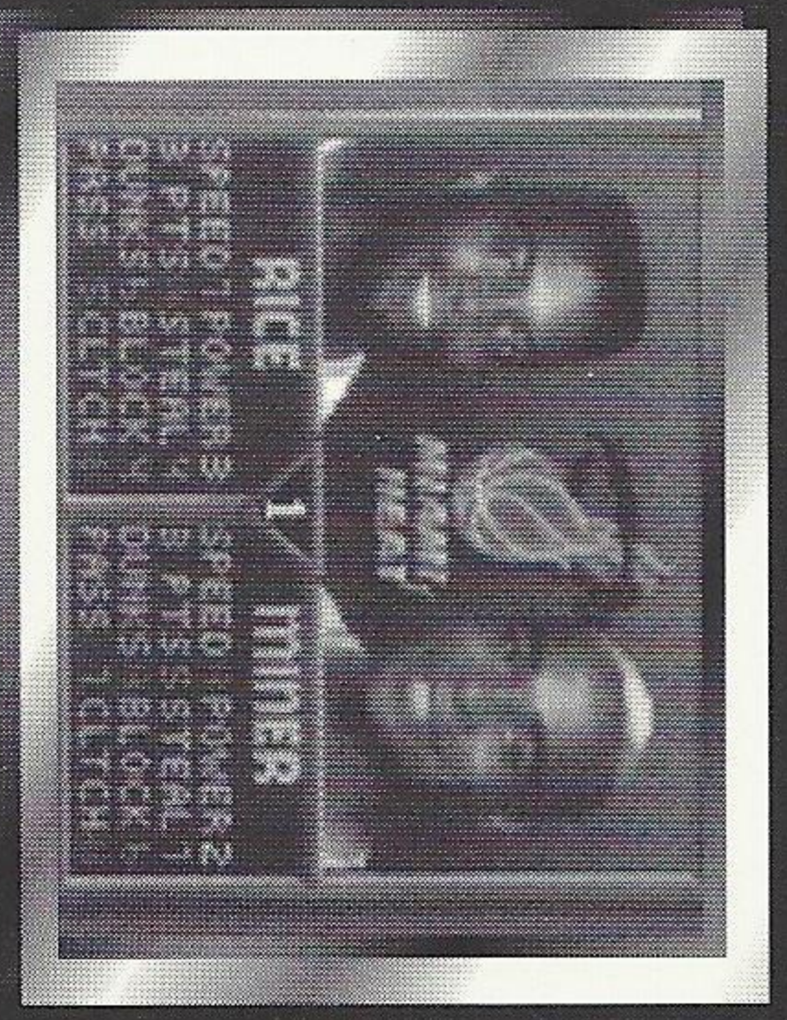
NBA® JAM™ TOURNAMENT EDITION™ includes all the greatest superstars of all 27 NBA® teams, each ranked on a scale of 0 to 9 in eight important categories of ability!

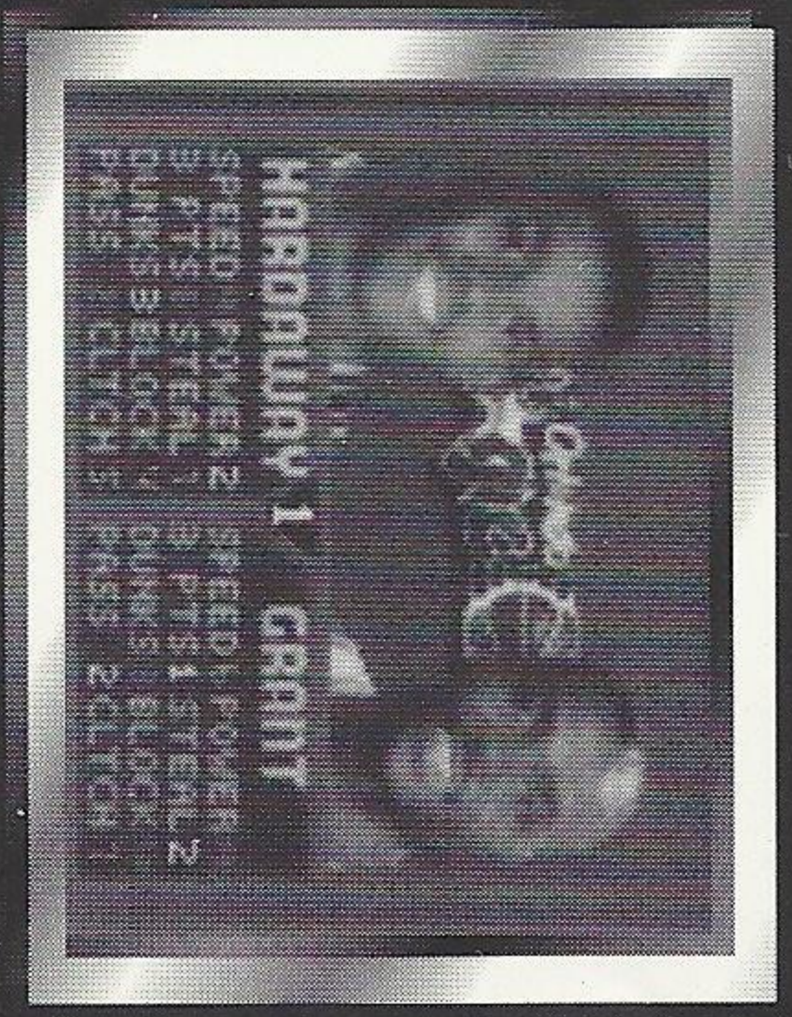
EASTERN CONFERENCE

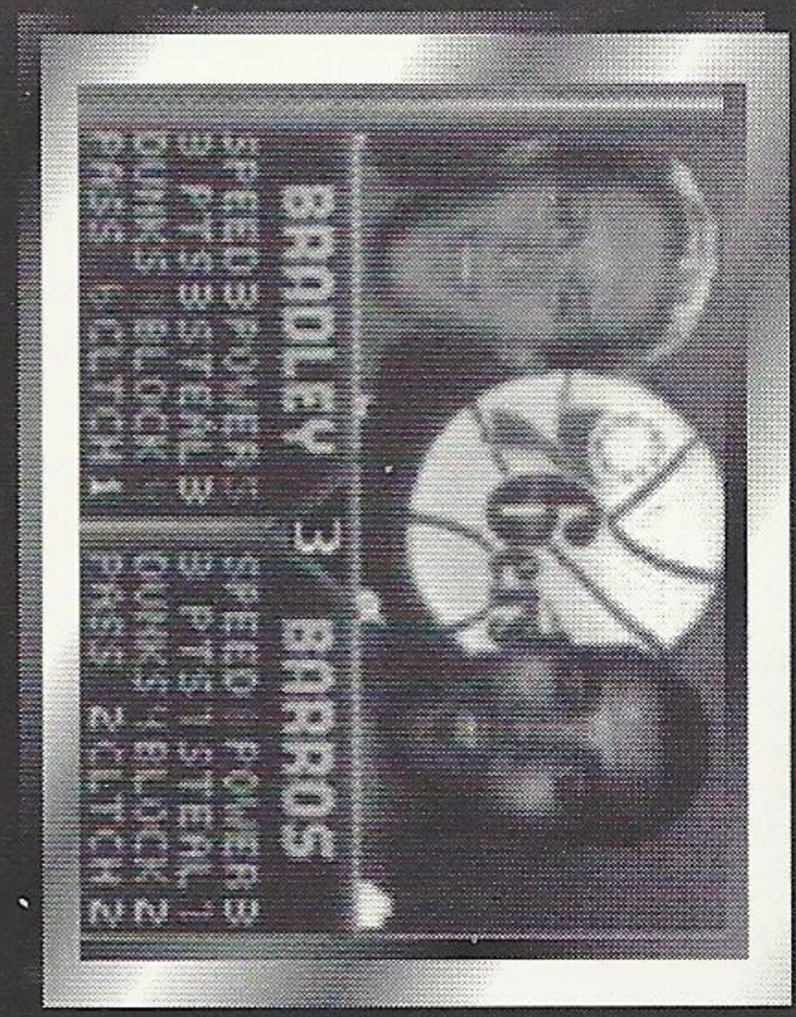
ATLANTIC DIVISION

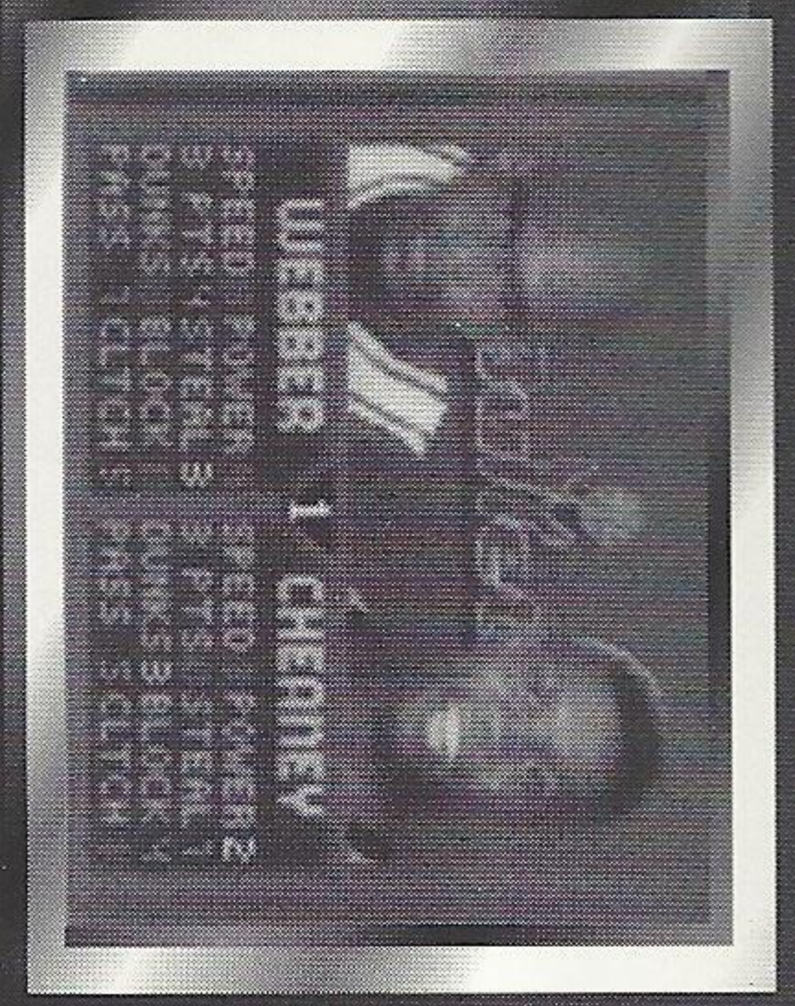






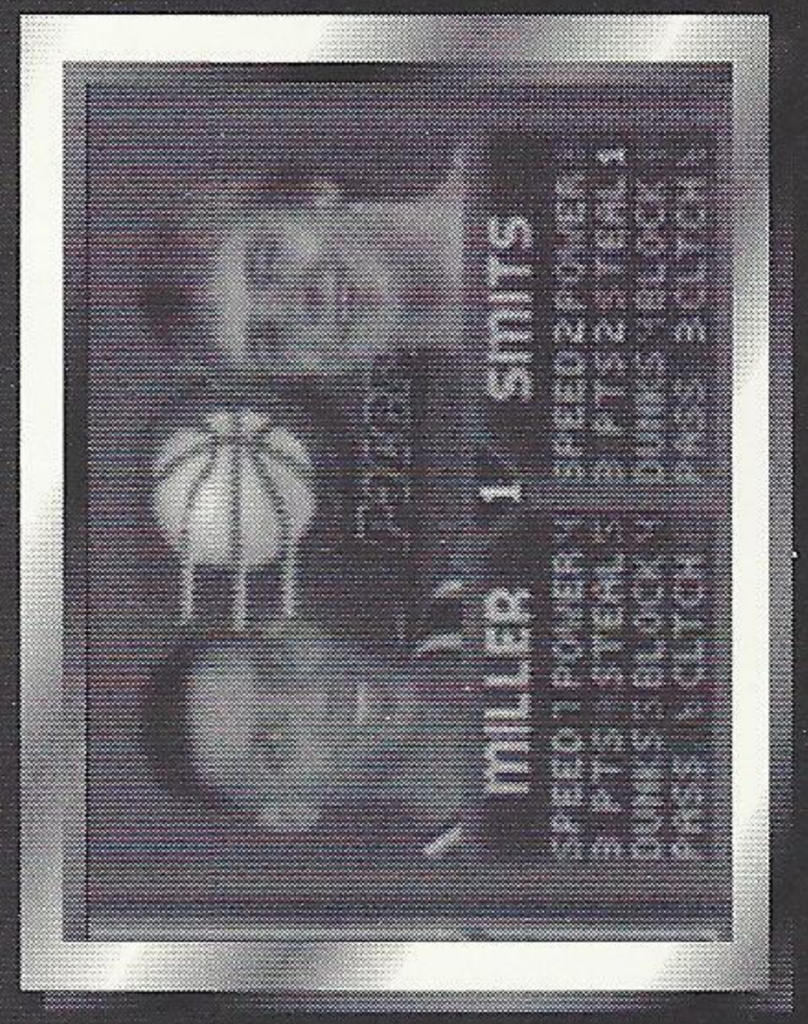


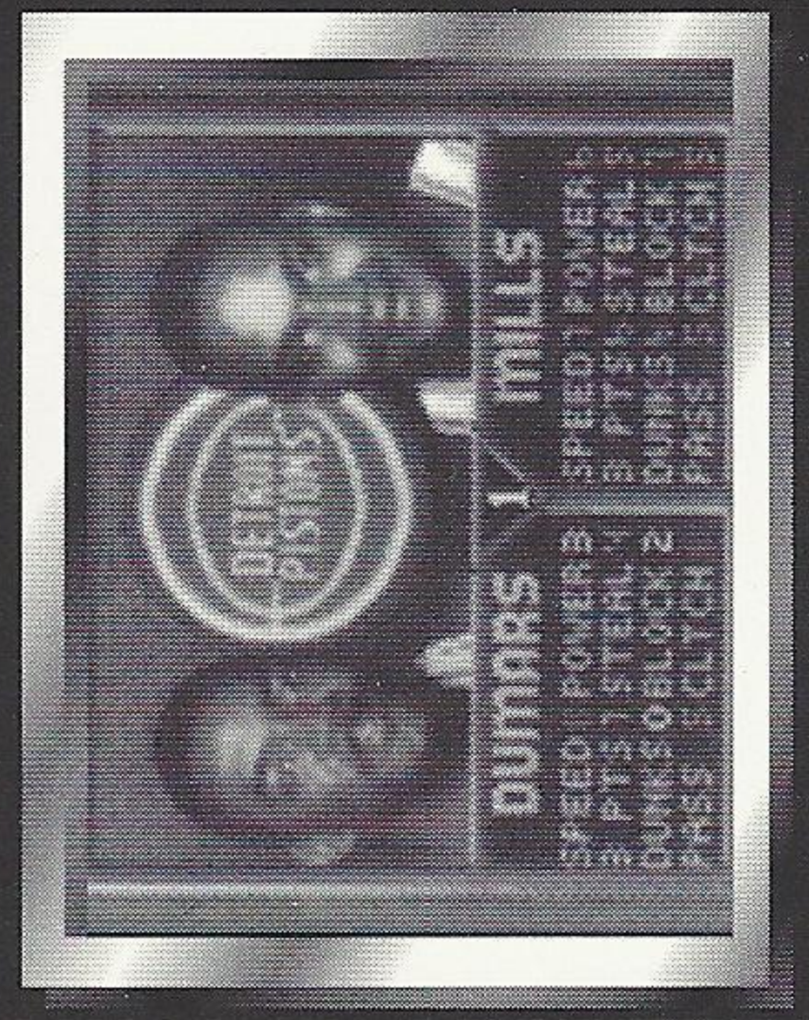


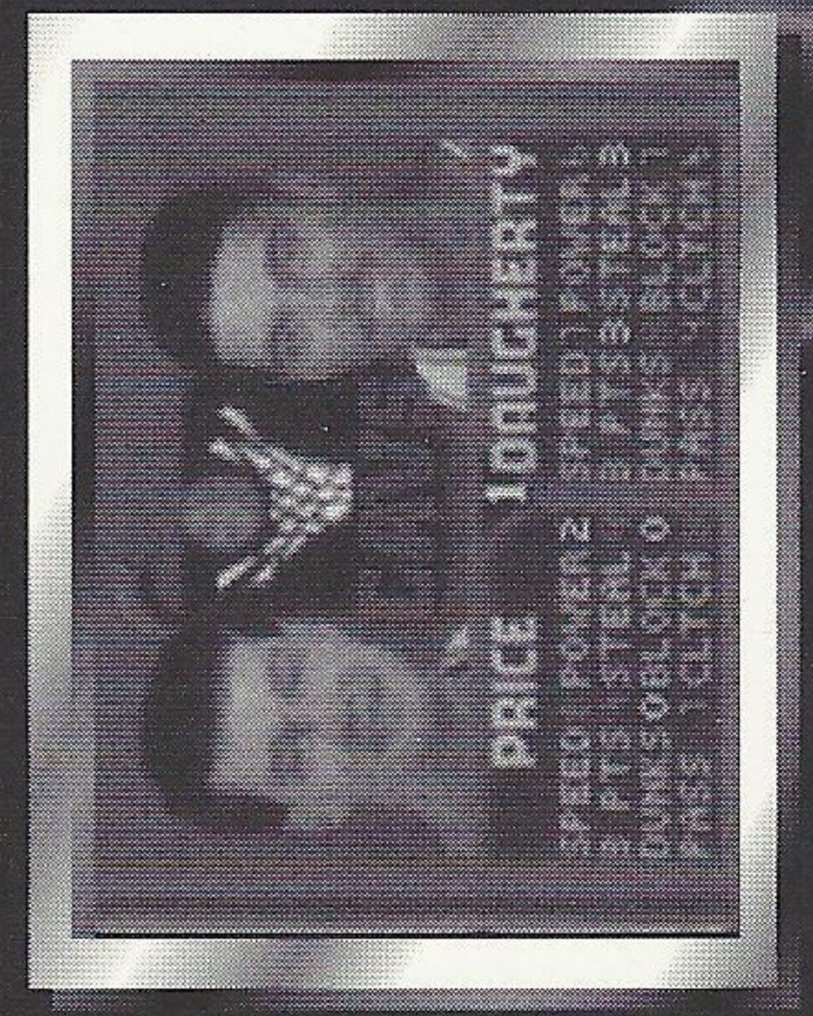


NBA® JAM™

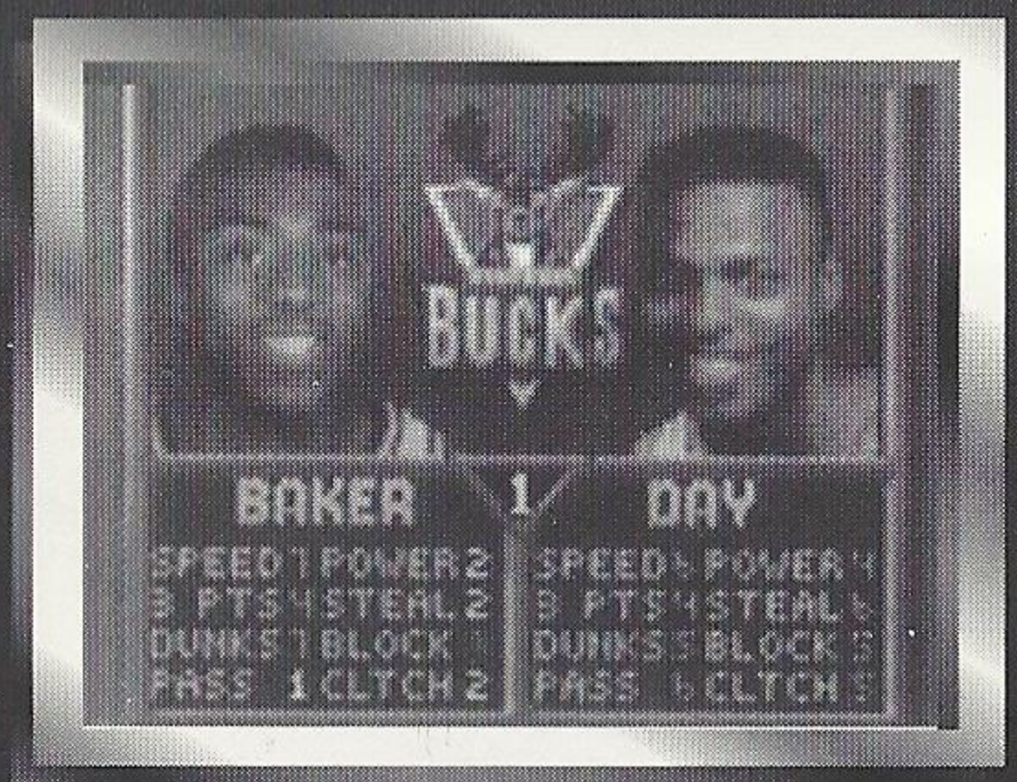
TOURNAMENT EDITION™

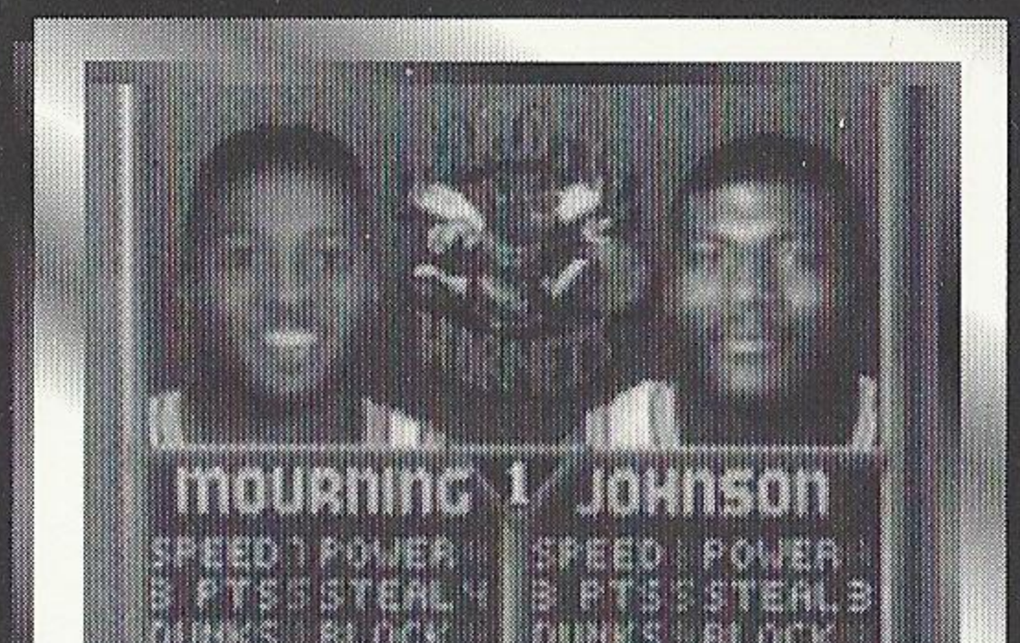


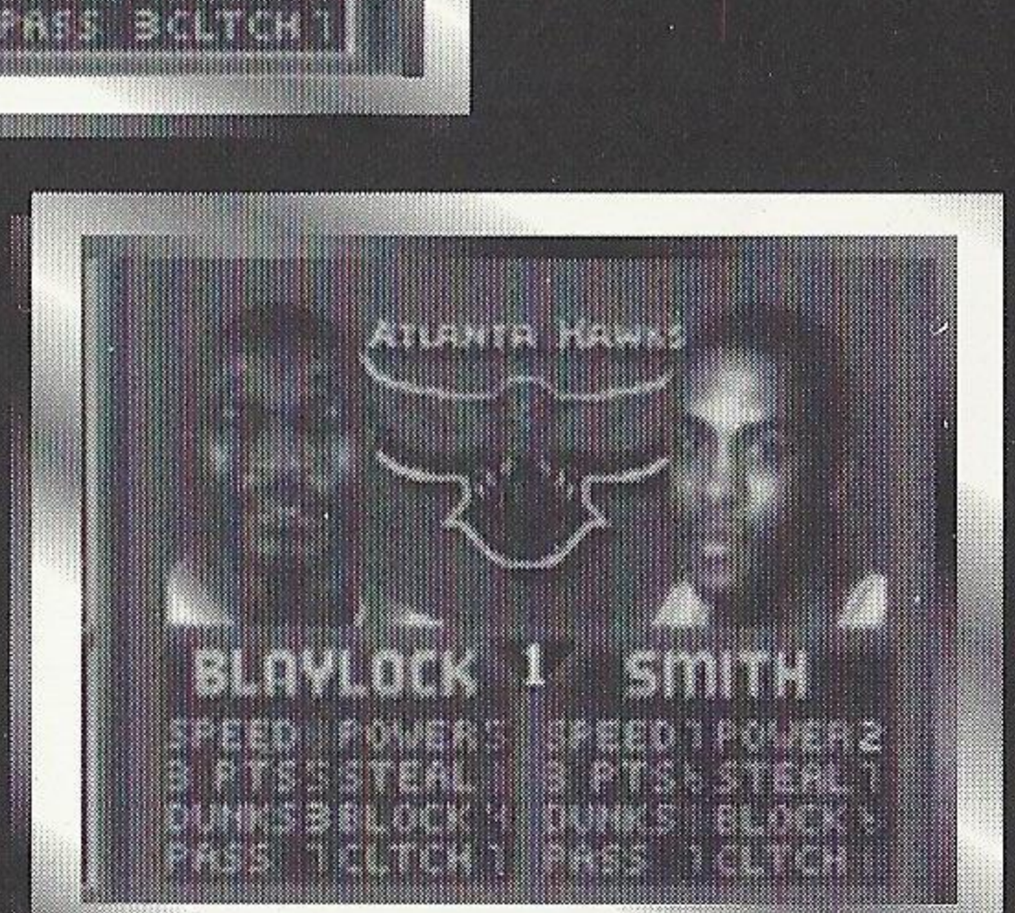


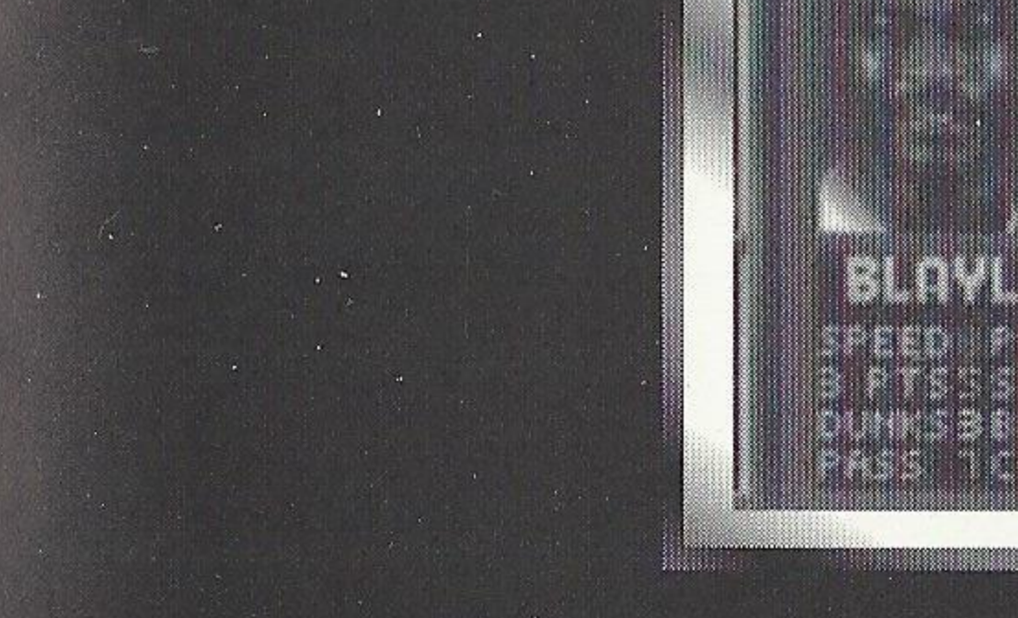


EASTERN CONFERENCE
CENTRAL DIVISION





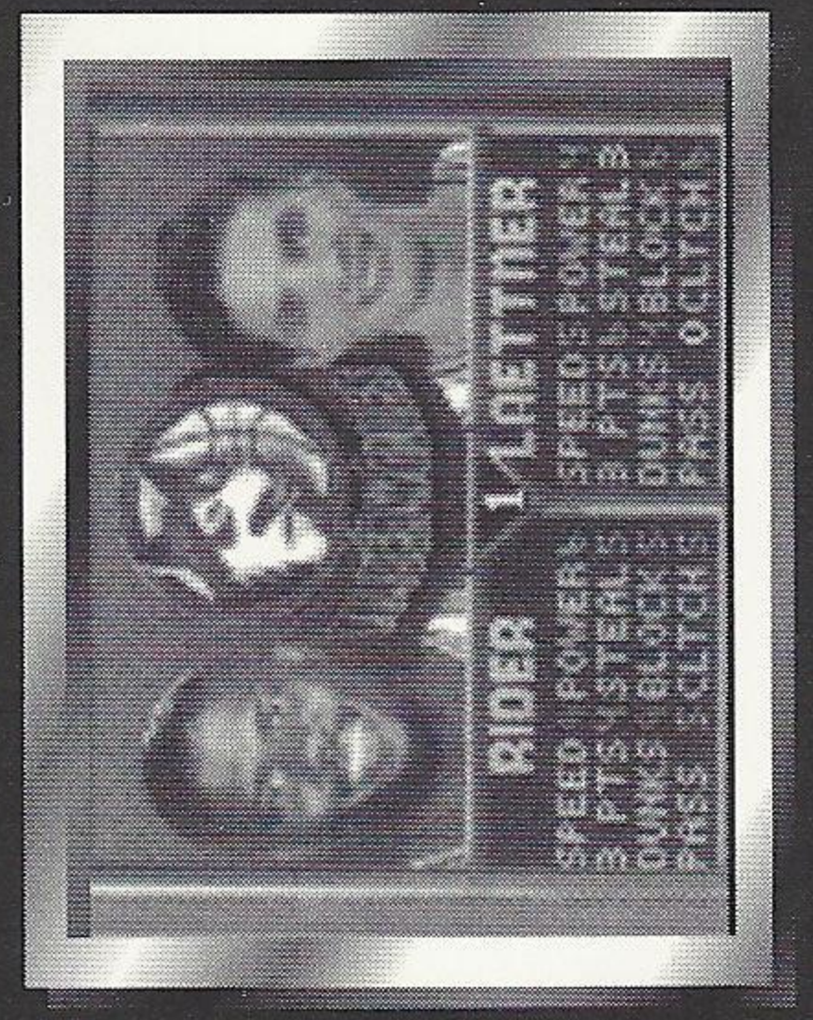


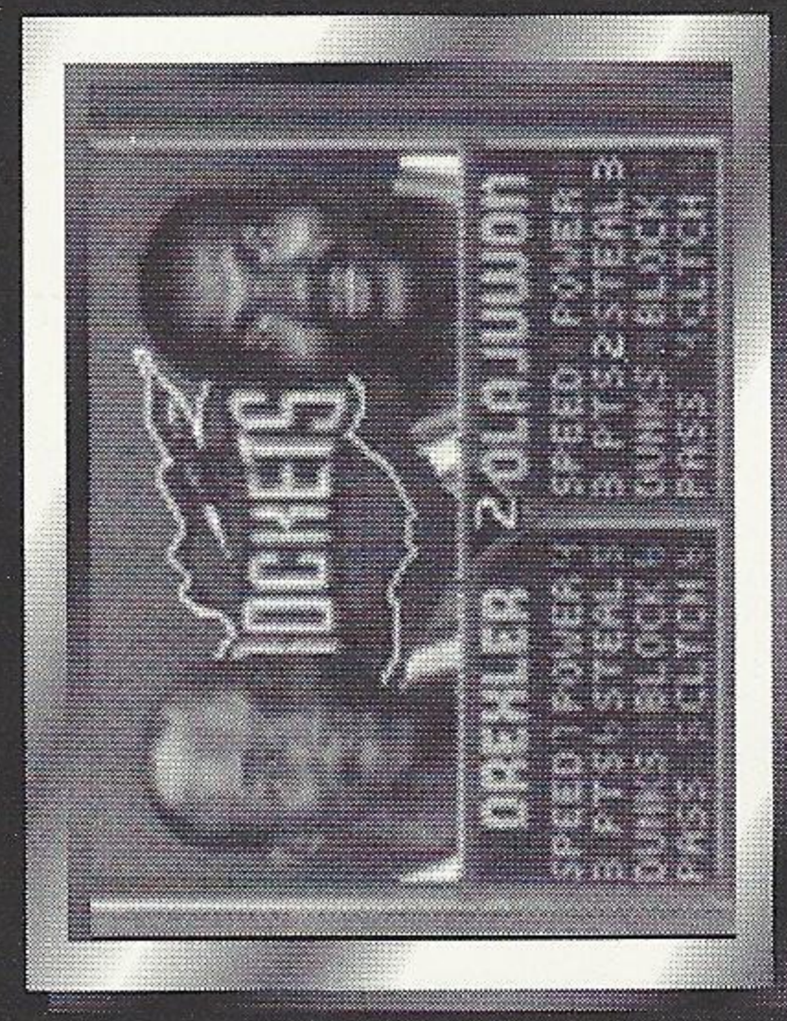


NBA JAM TOURNAMENT EDITION™

NBA JAM™

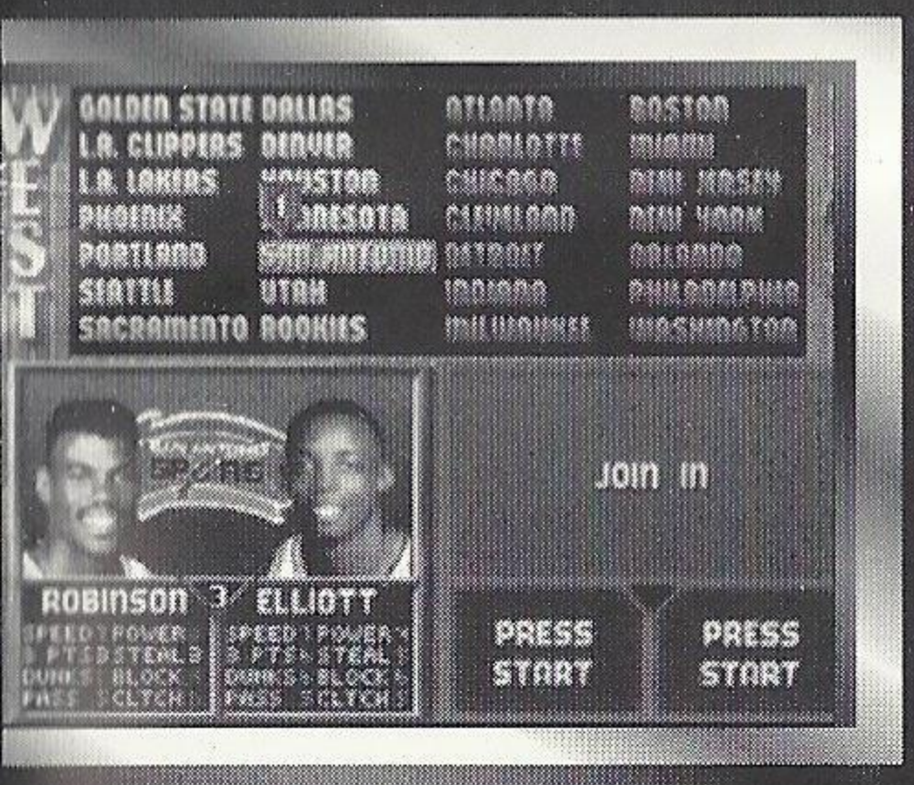
©

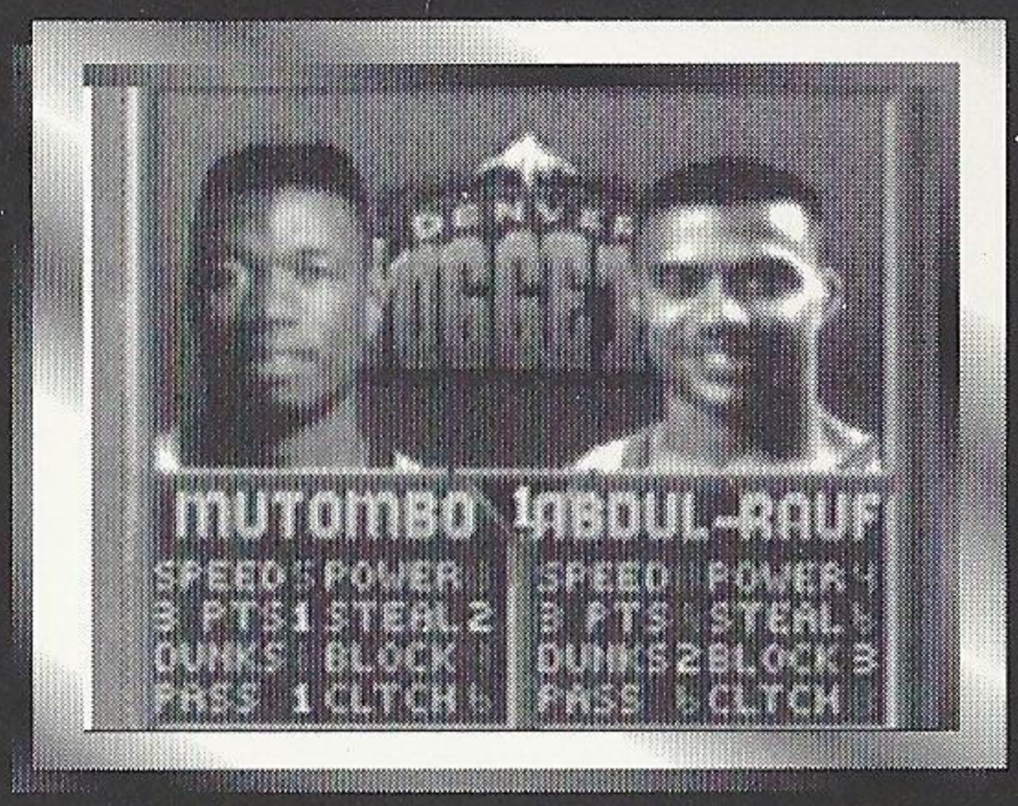


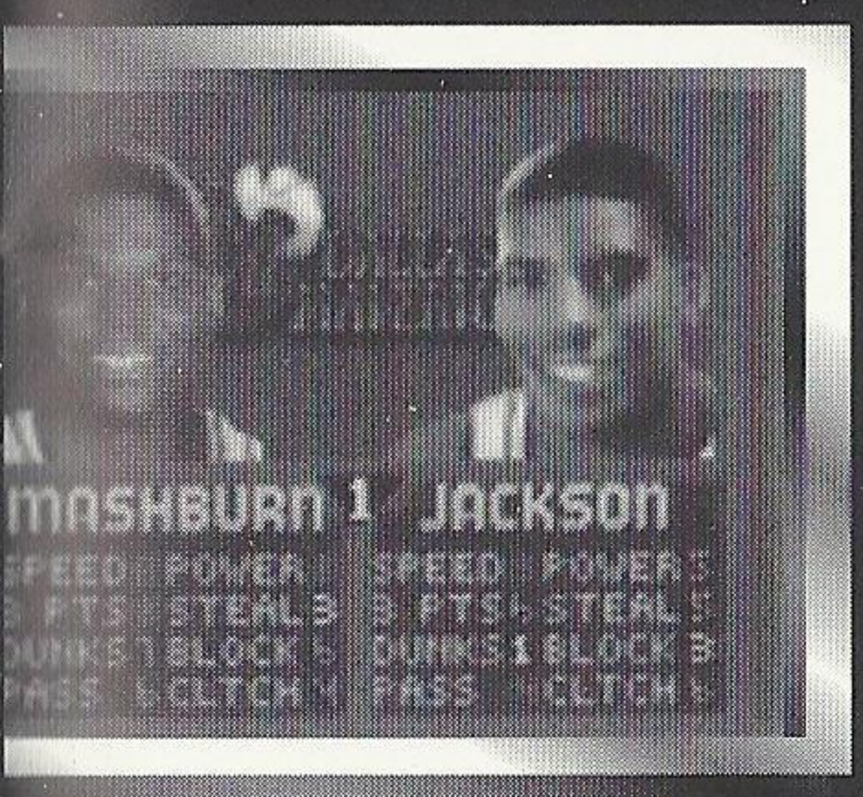


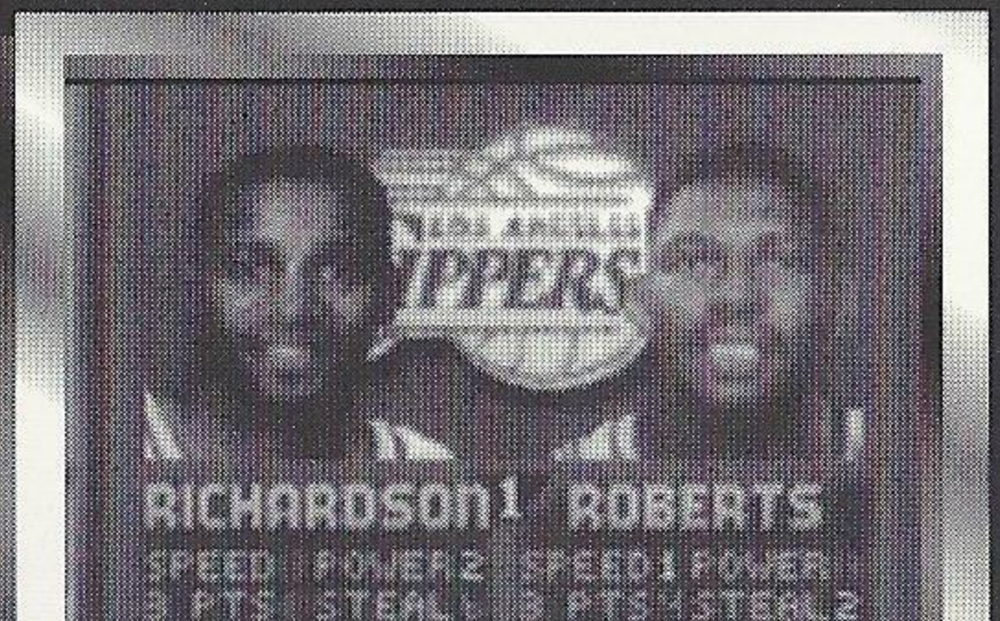
WESTERN CONFERENCE
MIDWEST DIVISION

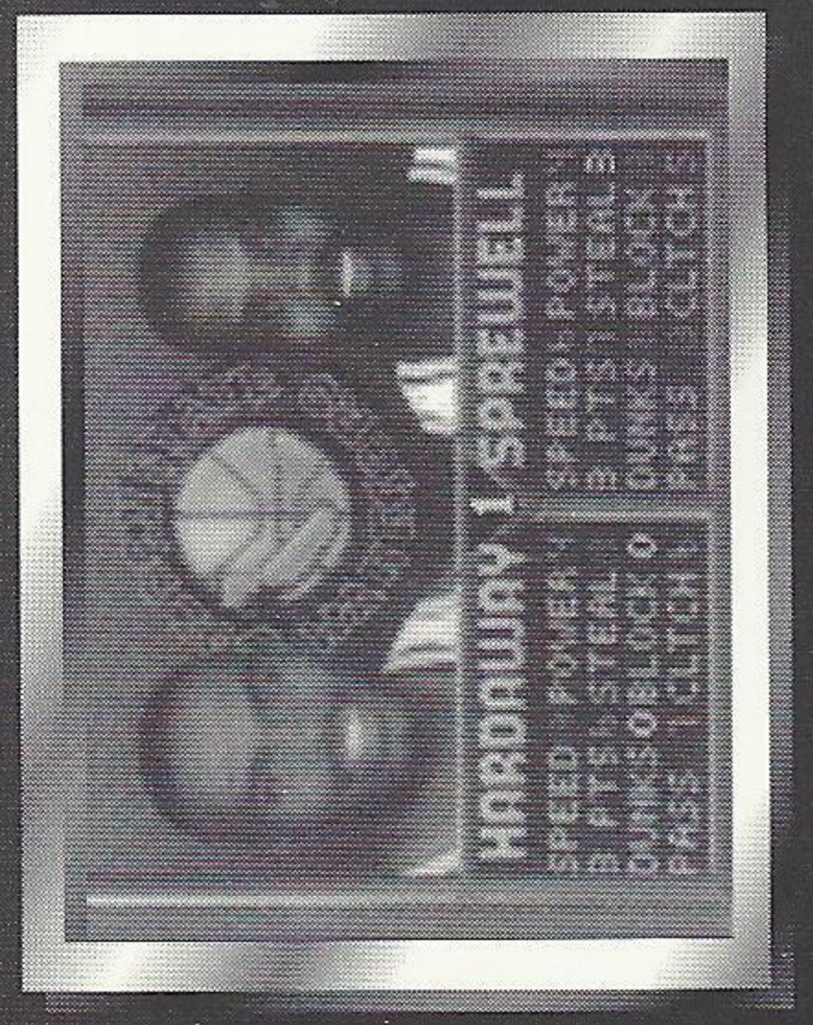
NBA JAM TOURNAMENT EDITION

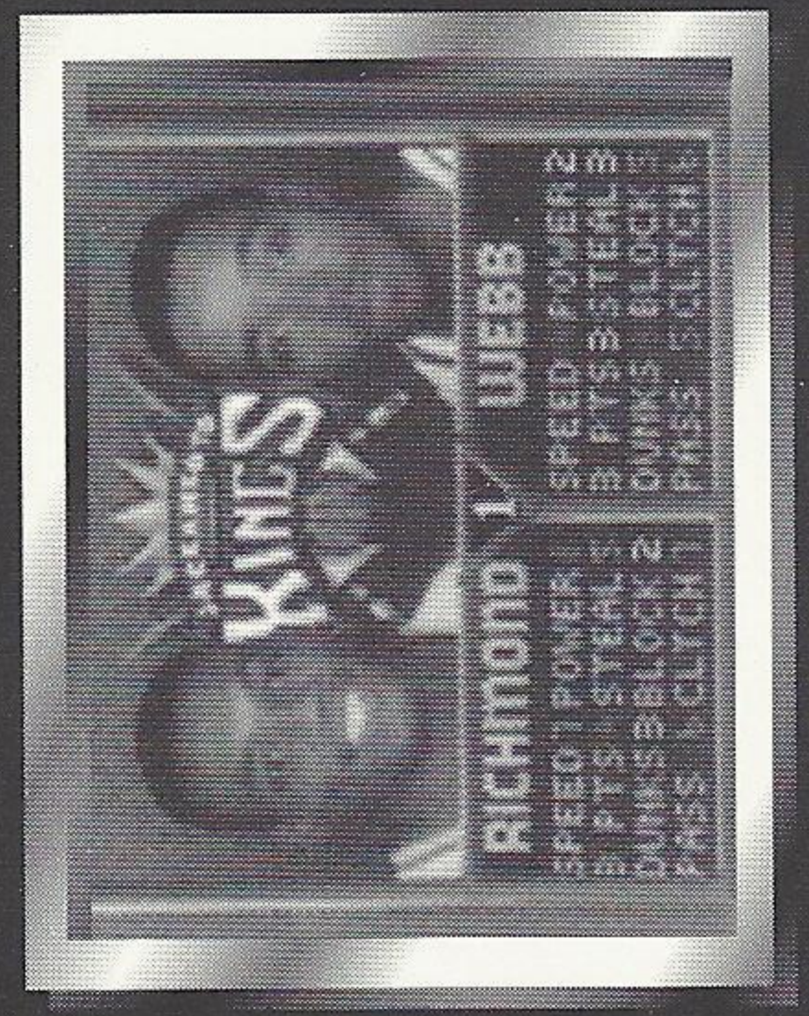








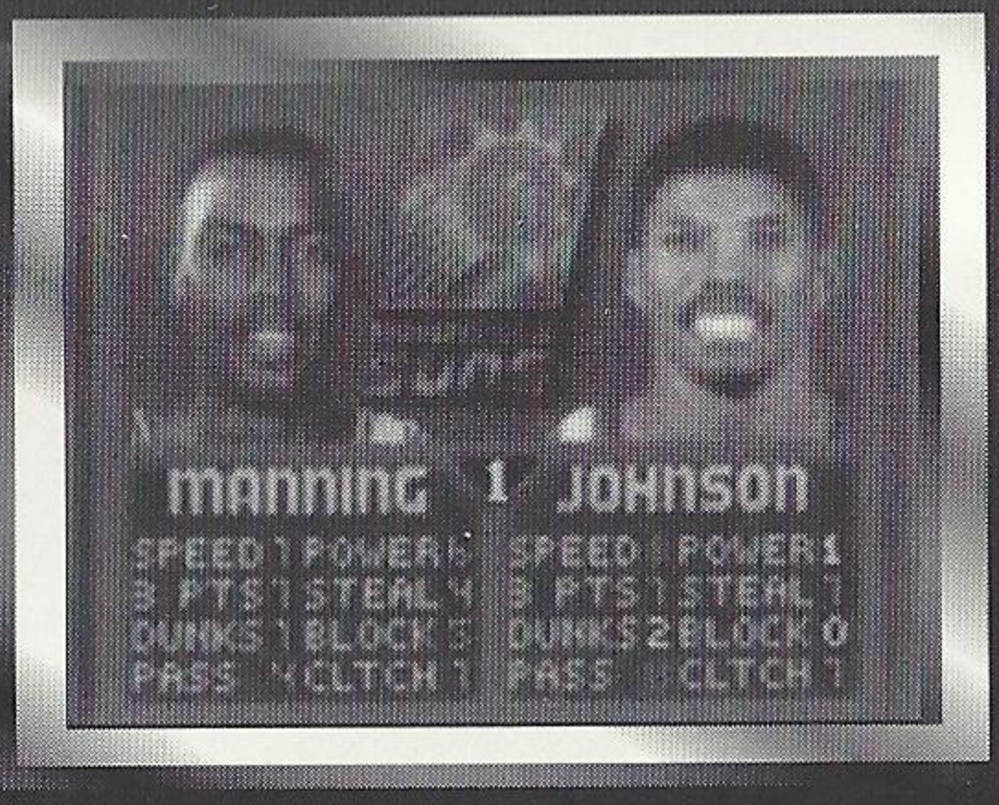


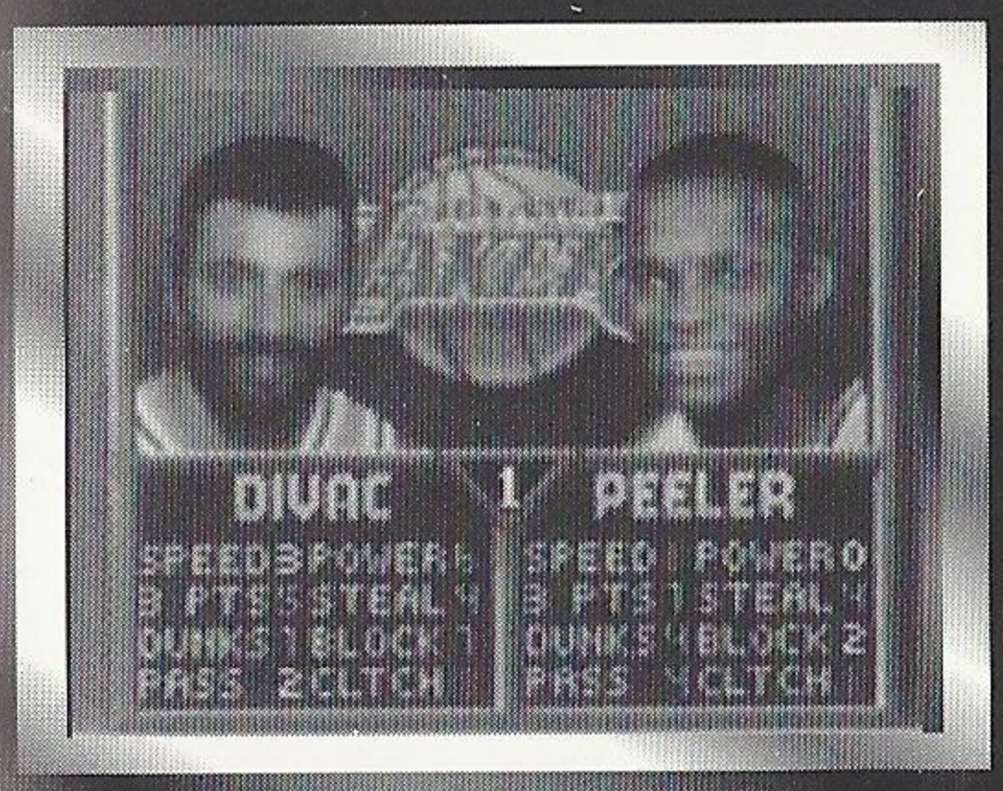


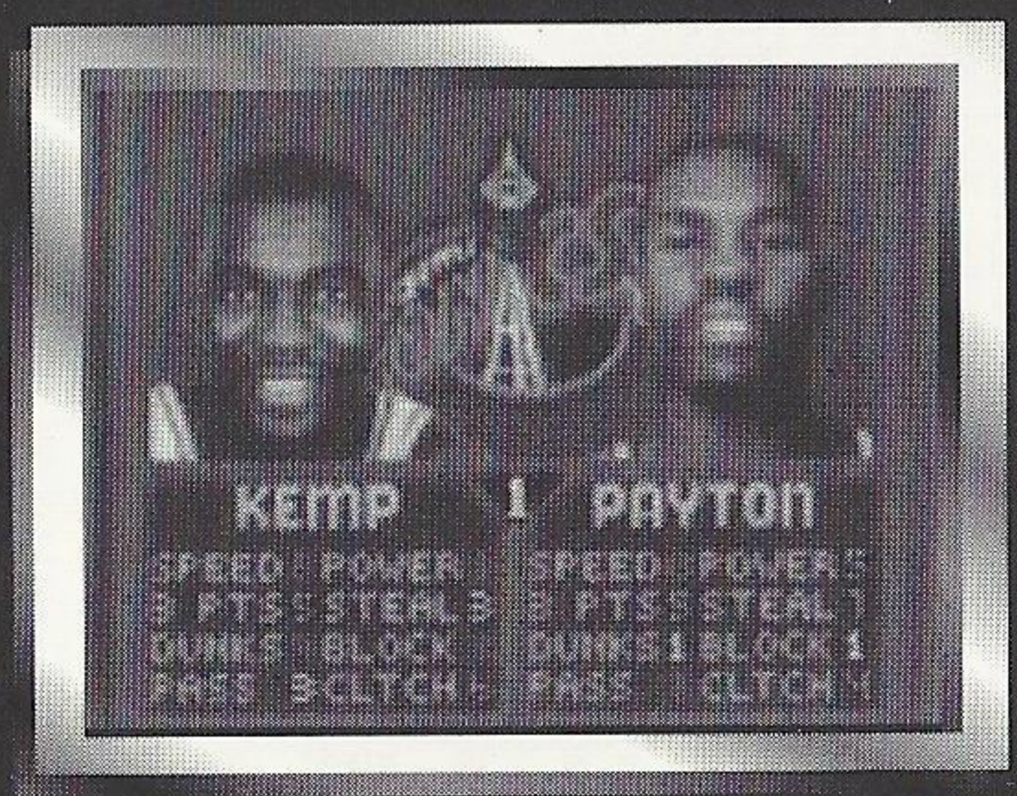
21

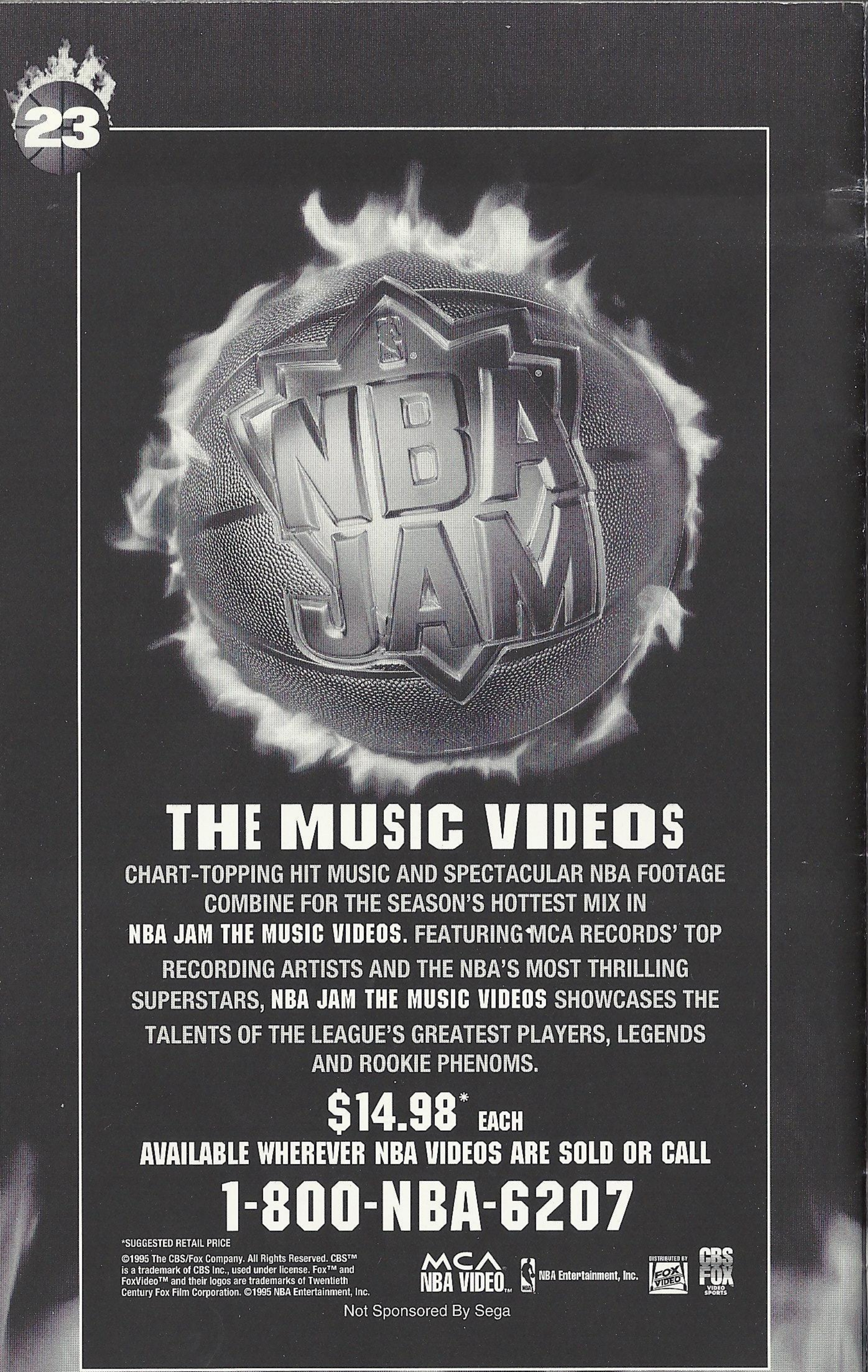
WESTERN CONFERENCE
PACIFIC DIVISION

NBA JAM TOURNAMENT EDITION









THE MUSIC VIDEOS

CHART-TOPPING HIT MUSIC AND SPECTACULAR NBA FOOTAGE COMBINE FOR THE SEASON'S HOTTEST MIX IN **NBA JAM THE MUSIC VIDEOS.** FEATURING MCA RECORDS' TOP RECORDING ARTISTS AND THE NBA'S MOST THRILLING SUPERSTARS, **NBA JAM THE MUSIC VIDEOS** SHOWCASES THE TALENTS OF THE LEAGUE'S GREATEST PLAYERS, LEGENDS AND ROOKIE PHENOMS.

$14.98* EACH

AVAILABLE WHEREVER NBA VIDEOS ARE SOLD OR CALL

1-800-NBA-6207

*SUGGESTED RETAIL PRICE

©1995 The CBS/Fox Company. All Rights Reserved. CBS™ is a trademark of CBS Inc., used under license. Fox™ and FoxVideo™ and their logos are trademarks of Twentieth Century Fox Film Corporation. ©1995 NBA Entertainment, Inc.

MCA NBA VIDEO™ NBA Entertainment, Inc. DISTRIBUTED BY FOX VIDEO CBS FOX VIDEO SPORTS

Not Sponsored By Sega

NOTES

NOTES

ACCLAIM® LIMITED WARRANTY

ACCLAIM warrants to the original purchaser only of this ACCLAIM software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after Expiration of Warranty- If your game pak requires repair after expiration of the 90-day Limited WarrantyPPeriod, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

Acclaim Hotline/Consumer Service Department (516) 759-7800

NBA® JAM™ TOURNAMENT EDITION

The NBA and individual NBA Team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective Teams, and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 1995 NBA Properties, Inc. All rights reserved. Coin-Operated Video Game Software © 1994 Home Version Sub-Licensed from Midway® Manufacturing Company by Acclaim Entertainment, Inc. All rights reserved. Midway® is a registered trademark of Midway Manufacturing Company. Developed by Iguana Entertainment. Software copyright 1993, 94, 95, Cyan, Inc. and Sunsoft. All rights reserved. ROBOTICA™ Acclaim Entertainment, Inc. Artwork and Packaging © 1995 Acclaim Entertainment, Inc. Game © 1995 Sega Enterprises, Ltd™. All Rights Reserved. "STREET FIGHTER: THE MOVIE™" and "CAPCOM®" are trademarks of CAPCOM Co., Ltd. © Capcom Co., Ltd. 1994, 1995. All Rights Reserved. Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. © 1995. Acclaim Entertainment, Inc. All rights reserved. Marketed by Acclaim. Distributed by Acclaim Distribution, Inc., One Acclaim Plaza, Glen Cove, NY 11542-2708.

Patents: U.S. #'s 4,442,486/4,454,594/4,462,076/5,371,792; Europe # 80244; Canada #'s 1,183,276/1,082,351; Hong Kong # 88-4302; Germany # 2,609,826; Singapore # 88-155; U.K. # 1,535,999; France # 1,607,029, Japan # 1,632,396.

Look What's Landed on Saturn...

MYST

STREET FIGHTER THE MOVIE

ROBOTICA

COMING SOON FROM

Acclaim® entertainment, inc.

Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD.
Coin-Operated Video Game Software © 1994 Home Version Sub-Licensed from Midway®
Artwork and Packaging © 1995 Acclaim Entertainment, Inc. Game © 1995 Sega Enterprises, Ltd. All Rights Reserved.
Acclaim is a trademark of Acclaim Entertainment, Inc.® & © 1995 Acclaim Entertainment, Inc. All Rights Reserved. Marketed by Acclaim.
Distributed by Acclaim Distribution, Inc. One Acclaim Plaza, Glen Cove, New York 11542-2708
This game is licensed for use with the Sega Saturn™ system only. Security Program ©SEGA 1994 All Rights Reserved. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. Printed in the U.S.A. Assembled in Mexico. All rights reserved.